

MILLENIAN EMPIRE

THE THIRD MILLENIUM

DARK FORCE



FORCES INVOLVED



**In Stellar 995, of the second myriad, the Millenian Empire
of the Known Third Quadrant is led by Emperor
NotoRiuss ...**

**For hundreds of generations, the mystical community of
the Millenium Order has instituted the stellar laws of the
Great Universal Creator.**

**The Great Creator is the designer of all things;
The Great Creator is pure energy;
The Great Creator is wisdom and knowledge.**

**The LLodas Priests, supreme masters of psionic powers,
perpetuate an age-old tradition since the beginning of our
time. But at the dawn of the new Era, a strange prophecy
announces the arrival of a messiah who will again guide
peoples to the Light.**

**Millenium Tark-Ham and Gal-Ham are the predecessors of
this new chosen by the Great Universal Creator. But no
matter how it looks, because for the people of
the Millenian Empire,
He will be...**



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THE THIRD MILLENIUM, TTM logo, Millenian Empire, Dark Force, Andromak, LLodas, Universal Great Creator, Orlesia, Omega, Hillerr, Vandalis, Kalaguerr, Stellar Amazon, Plasmasaber, Carrius, Barthelima, Antarius, Tyrania, Gynesia, Cingulum, Calcinera, Tablinea, Frombola, Irona, Hosta, Androgunes, Homocanin, Seniorhott, Silimen, Cavorsix, Millenium Order, Notoriuss, the sentence « In a small galaxy, in another space-time ...", and all brands, logos, sites, names, creatures, species, badges / symbols / logos of species, vehicles, weapons, unities, characters, products, illustrations & pictures from the TTM universe are protected by international copyright laws.

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This document can only be used in the space opera roleplaying game "THE THIRD MILLENIUM".

HOW TO READ THIS BOOK?

THE THIRD MILLENNIUM (TTM) is a space opera universe with its special atmosphere and singular physics laws. Thus, it is no longer the land with its Milky Way, but many alien worlds in another galaxy and another space-time. Also, Game Masters (GMs), as well as their players, will be asked to familiarize themselves with a specific vocabulary. **TTM** lingo often uses terms with a particular pronunciation that is italicized in the text. for example, the sign "LL" is similar to the letter "y" in proper names and common names.

FORCES IN PRESENCE is a special **TTM** supplement because it consists of two distinct sections: the Millenian Empire and the Dark Force, with all the details concerning these two camps opposing each other in a formidable interstellar epic.

As this supplement is mainly for **TTM** experts who have the Sourcebook, all the common measures and expressions are in the game lingo.



Introduction

A bit of History ...

The Millenian Empire is a colonial kingdom whose foundations were set up a little less than two thousand standard years ago, about a hundred myriads after the birth of humanity. Emperor Roxhan was the first ruler of this star imperium elected by the llodas master, Magnus. He then erected the **Table of Imperial Laws**, a sequence of commandments modeled on the rune texts of the Great Universal Creator and inscribed in the Millenian Kryptoir. This precious and unique manuscript work is jealously guarded by the LLodas, in their glass palace, at the top of the Imperial Palace.

While the first Millenium, Tark-Ham, had just been elected by the Great Universal Creator for a thousand stellars of galactic rule, Emperor RoxHann settled the foundations of his imperium and built the first imperial city: Centralis (*epicenter* in Milen). This city is today on the continent Primalis of the planet Barthelima (*House of the Human* in Milen).

For nearly forty stellars (according to the imperial calendar), RoxHann ruled the planet with fairness and efficiency in what was to become the Imperial Chamber. The first priests of the Millenium Order (MO) were responsible for protecting the peoples of the planet and overseeing their spiritual instruction.

Decades of Light

Thus, the Millenian Empire flourished during what is called the *Decades of Light*. Throughout the first myriad, the imperium of humans colonized all the planets of

system Orlesia: the Millenian Empire took its true rise. The first expeditions to the neighboring system, Omega, began with the stellar 500 of the second myriad (500-2), while the Millenian Empire was its first space fleet to protect system Orlesia from possible external aggression. At Stellar Myr (Year One), the Millenium Gall-Ham began his stellarian reign, succeeding the wise Tark-Ham, who had gone to join the Astral.

In stellar of grace 742-2, TekoSann became the first governor of planet Sierra (*beautiful luminary* in Milen), thus marking the beginning of the colonization of the system Omega. Nearly two hundred stellars later, the 5th Imperial Fleet was born in this new star system, under Governor OpheDann's reign.

Times of Crisis

Stellar 950-2 also marked the beginning of curious and sudden desertions within the omegon forces. The seditious movements raged for about ten years before the event of the famous Spacejacks and their leader, the infamous Kalaguerr (see section **Dark Force**). Ten stellars later, a first extraordinary assembly was formed within the Imperial Chamber of the Major System Orlesia, under the presidency of the new emperor, HaRyann. During the reign of the latter, the Fleet acquired the first offensive weapons while the Troops inflated their manpower and equipment. This armament rush displeased the MO and the emperor had to restrict some budgets that were too ambitious by Master Magnus.

Omega Decline

The Emperor NotoRiuss arrival in 980-2 restored the order of things and taxpayers' money was reinvested in more scientific projects.

However, in the system Omega, things were different. The first election of star governor UkeRann marked the beginning of an era of troubles for the young imperium. First, the advent of the Stellar Amazons and their coalition with the Spacejacks stopped the expansion of the Millenian Empire. During the same stellar of 981-2, a mighty priest named HillHermann suddenly left his millenian

brothers to join the Obscure Powers of Darkness, the evil side of the psionic source. This event, which at first appeared to be a mere news item, actually started the decline of omegon government intended for a promising future by star governor UkeRann.

The following years affirmed the destabilization of the governor of Sierra political situation by the constitution of the Pirate Fleet of Tyrania and the Royal Forces of Gynesia, the terrible armada of the amazon queen Ortellia (see section **Dark Force**).

Some rumors reported to Emperor NotoRiuss revealed the incompetence of star governor UkeRann in the face of such events. His inertia decided the Emperor to rearm his fleet and his troops, despite the recommendations of his mentor and friend, Master Magnus.

In 989-2, the name of Hillerr, Prince of Darkness, touched all the powerful minds of the MO. The Obscure Priest made his first declaration of war to the Millenian Empire by storming Omega's forces on planet Sierra: the infamous *Battle of Sierra* (**TTM: Sourcebook**).

Cold War

After the stinging affront of the *Battle of Sierra*, star governor UkeRann was unofficially deposed from his legislative functions, but for issues of stability and political integrity of the imperium, he was left in place and remains for the moment the official sovereign of Omega. The star system, now the refuge of the evil forces, has no optimism about its future and its decline directly threatens the survival of the human empire.

Upon his reelection in 990-2, Emperor NotoRiuss decided to counterattack in a subtle and certainly more effective way. He creates a Crisis Committee in the Imperial Senate. This special office has the task of secretly recruiting hand-picked volunteers whose devotion to the Millenian Empire is indisputable: they are the Imperial Missionaries (**TTM: Sourcebook**).

The Imperium

The Millenian Empire is a federation of worlds, that is to say a group of governments respecting the same constitution, that inscribed in the **Table of Imperial Laws** (following). Unlike a confederation of planetary systems, where members dominate the central government, in The Millenian Empire, the central government of Barthelima takes precedence over its members. This central government is represented by the Senate.

Imperial Senate

This huge rotunda, located at the epicenter of the pyramidal base of the Centralis Imperial Palace, gathers all senators representing each a world colonized by the Millenian Empire. Opposite them are the Chancellor, the Master Magnus, and the Emperor presiding at each Plenary Session.

In the huge hall of the Imperial Senate, senators, sometimes accompanied by political dignitaries such as Prefects or important Legates, debate and discuss – sometimes in a hysterical tone – the laws and procedures that constitute their native culture, and which can amount to nearly one hundred laws per senator. The plenary assembly meets regularly, about once a period, but many meetings are organized more punctually, depending on political crises (as there are more and more since the advent of the Dark Force) where major events taking place within the Millenian Empire. This can lead to more than a hundred plenary assemblies by stellar, if political news is particularly busy (which is the case in these times of troubles). The rest of the time, committees and subcommittees, representing the various government factions, meet inside the Senate. However, these committees are held away from the rotunda, in private offices of each planetary embassy behind each platform of the rotunda, and where senators and their political teams can meet and arrange before the crucial votes.

Omnipresence of the Imperial Guard soldiers incites even the most angry senators to find a peaceful solution to the various crises that the Millenian Empire is going through.

SENATORS

Each Senator is elected for five stellars by the Governor of the planet he represents. There are therefore five Senators at each seat occupying the senatorial lodges lining the hemispheric wall of the Imperial Senate.

Only Governors and their advisors are democratically elected by the peoples of the planet they lead. Senators are appointed directly by planetary leaders. The positions of Senators are extremely popular because they represent positions of power, much higher than those of the leaders who designate them. That's why the mandates are in fact five-year terms, which is half a decade of government.

In this way, the decisions taken by the Imperial Senate are representative of the majority of citizens opinion within Millenian Empire, even those of the corrupt system Omega, or the cyborg government of Hermes, led by a protocol Betadroid.

TABLE OF IMPERIAL LAWS

Emperor RoxHann

The first ten commandments (and their articles) form the declaration of every citizen fundamental rights. They come from the first chapter of the Millenian Kryptoir. All the other commandments (and their articles) were proposed by Emperor RoxHann, the first revolu of the Imperial Calendar and ratified the 15th following. These texts were updated and ratified by the Senate in the Stellar of Grace 001-2.

IST COMMANDMENT

The Senate will not make any law that compels the exercise of the MO religion, or restricts freedom of speech or the press, or the right of the people to peacefully assemble and petition to a colonized world for redressing his grievances.

IIND COMMANDMENT

Since a well-organized militia is necessary for the security of the Millenian Empire, the right of the people to detain and carry arms will be violated.

IIIRD COMMANDMENT

The Millenian Empire can not lodge any troops at home in peacetime.

IVTH COMMANDMENT

The right of citizens to be guaranteed in their person, their home, their property, against searches and seizures not motivated will not be violated, and no judicial warrant will be issued, if not on serious presumption, corroborated by evidence and reliable testimonies, or without this mandate particularly describing the place to be searched and the persons or things to seize.

VTH COMMANDMENT

No one shall be held liable for a terminal or infamous crime without an indictment, spontaneous or provoked, of a grand jury, except in the case of crimes committed while the accused was serving in the forces of the Millenian Empire, in war times or public danger; no one shall be twice threatened in his life or in his body for the same offense. In a criminal case no one shall be compelled to testify against himself or to be deprived of his life, liberty or property, without regular legal procedure; no private property may be expropriated in the public interest without just compensation.

VITH COMMANDMENT

In all criminal proceedings, the accused shall have the right to be tried promptly and publicly by an impartial jury, to be informed of charges, to be confronted with witnesses against him, to demand by lawful means the appearance of defense witnesses, and to be assisted by a lawyer in his defense.

VIITH COMMANDMENT

Jury trials are by right if the dispute involves a dispute of more than 20 pecuns.

VIIITH COMMANDMENT

Deposits and excessive penalties, as well as cruel or exceptional punishment, are prohibited.

IXTH COMMANDMENT

The enumeration of fundamental rights in previous commandments should not be interpreted as denying the existence of other rights.

XTH COMMANDMENT

The powers that are not delegated to the Millenian Empire by this table and whose exercise is not prohibited by it to the federated planets, are reserved to the imperial planet respectively, or to the indigenous peoples.

XIST COMMANDMENT

The High Court of Justice can not judge proceedings against one of the federated worlds of the Millenian Empire on the initiative of the citizen of another colonized planet or of an autochthonous national.

XIIND COMMANDMENT

The procedure of the governmental election is modified, so that a Governor and his Council are elected exclusively by the people.

XIIIRD COMMANDMENT

Slavery is formally forbidden on the territory of the Millenian Empire and for any intelligent entity.

XIVTH COMMANDMENT

Any intelligent entity (Human, Androgunes, Seniorhott, Homocanin, Silimen) born within the Millenian Empire can become a citizen.

XVTH COMMANDMENT

The right to vote can not be restricted or denied because of the citizen species.

XVITH COMMANDMENT

A federated planet can raise a local income tax.

XVIITH COMMANDMENT

The Senators are directly elected by their Governor for five stellars.

XVIIITH COMMANDMENT

The right to vote can not be restricted or denied because of the citizen gender.

XIXTH COMMENDMENT

The Chancellor is elected in the first stage of the stellar and for this stellar only by direct suffrage by the Senators.

XXTH COMMANDMENT

The term of imprisonment can not be pronounced for any crime whatsoever (except in case of damage to the Emperor's life) and will be commuted to perpetuity imprisonment.

XXIST COMMANDMENT

The right to vote can not be restricted or refused due to the non-payment of a tax.

XXIIND COMMANDMENT

The voting rights of citizens over 20 stellars can not be restricted.

Chancellor

The Chancellor chairs all the plenary sessions and the different unscheduled committees. He is present for the good progress of each session and to avoid overflows. He has all authority over the Imperial Guard to evacuate *manu militari* any senators not respecting the imperial protocol, and other disruptive.

The Chancellor is also there to ratify the internal laws voted in committees for the different planets of the Millenian Empire. Other laws are ratified only by the *Council of Ten*.

Imperial Chamber

The central government of Barthelima also has a room where the Emperor and his advisers, as well as the llodas Master Magnus, meet in small groups. This room with modest dimensions is located in the upper pyramidal part of the Imperial Palace. It consists of a central table at the end of which sits the Emperor. On either side are the ten Imperial Aspirants who make up the *Council*



of Ten. At the other end of the table is the Venerable Master Magnus, the highest priest of the MO.

There was in this small committee that Emperor NotoRiuss took the decision to create the **Crisis Committee of the Imperial Missionaries**.

The Emperor

Every ten stellars, the distinguished members of the MO designate among the Imperial Aspirants the wisest and most powerful of the Priests Spirit. Thus, in 980-2 was elected NotoRiuss whose mandate will be renewed in 990-2.

The Emperor rules the whole Millenian Empire, made up of two systems Orlesia and Omega, five colonized planets, not to mention the moons. He is also the president of the Imperial Senate – as Supreme Chancellor – and the army's leader. He has authority over everything and has the right to veto all decisions made in the Imperial Senate. However, the wisdom of NotoRiuss only made the Emperor only once used this supreme power during the Omega schism, just after the *Battle of Sierra*.



The Council of Ten

However, the Emperor can not lead alone and can not make decisions on his own initiative, as this would be contrary to the imperial constitution from the **Table of Imperial Laws**. That is why a council was formed around the Emperor to guide him in the management of this galactic kingdom: it is the *Council of Ten*. As its name suggests, this committee is made up of ten Councilors who are the most powerful Millenian Priests, and the wisest ones too. These Imperial Aspirants are, in fact, potential emperors, who will each be appointed by the Ilodas Priests.



Every member heads a standing committee of other priests – such as diplomats – as well as Senators, ambassadors, and other bureaucrats residing on the Millenian Empire's planet.

The **Imperial Affairs Committee** deals with the administrative functioning of the Millenian Empire and its all institutions. It has the right to interfere in the planetary governments and their different provinces.

The **Judicial Affairs Committee's** mission is security and order. The High Court of Justice and the Imperial Militia fall directly under its authority.

The **Foreign Politics Committee** represents imperial diplomacy among potential intelligent peoples living beyond the Millenian Empire, as currently the Tablins.

The **Committee for Economics and Industry Affairs** is responsible for controlling industrial regulation and economic and financial forecasting.

The **Committee on Integration and Citizenship** is responsible for welcoming the various natives into the imperial constitution.

The **Security Committee** is responsible for the military defense of all the Millenian Empire's planets. The executive committee is made up of the Empire's Forces Headquarter.

The **Social Activities Committee** manages the employment and social relations institutions.

The **Education and Research Committee** elaborates the policy and orientations of the Millenian Empire in terms of research and education and ensures their implementation.

The **Health Committee** has authority over the public and private hospital, and the organization of care.

The **Budget and Civil Service Committee** is responsible for the preparation and execution of the budget, as well as the economic and financial control of the various imperial companies.

Millenium Order

This religious order was founded at the same time as the Millenian Empire by the Supreme Priest of LLodas, Master Magnus. It constitutes the bases of the imperial constitution and the dominant caste of millenian priests. The Millenian Palace is a pyramid of glass located at the top of the Imperial Palace and only students of the Millenian School (see chapter **Imperial Companies**) are allowed during their classes. Even NotoRiuss himself can not enter because it is Magnus who comes personally to the plenary sessions of the Imperial Chamber or to certain extraordinary assemblies in the Senate. The MO now houses ten LLodas, including Master Magnus. Each LLodas is in perpetual connection with one of the sanctuaries scattered on the Millenian Empire planets. It is said that these creatures born of the merger of the Great Creator's Pure Energy and Spirit were far more numerous before the birth of the first humans, who themselves would be created by Magnus.

The MO is above all a monotheistic religion in its own right based on the knowledge of the Great Universal Creator, setter of the galaxy Andromak, and his main messenger, the Millenium. Most citizens of the Millenian Empire – mostly humans – are followers of the MO, commonly known as *moes*. Several times each period, each moe goes on a pilgrimage to one of the MO sanctuaries to pray or atone for his faults.

Since the creation of the MO, at each beginning of myriad, one of the LLodas is designated by the Great Creator and becomes his messenger for the myriad to come. This is the *Natalis* session.

Since the advent of Millenium Gall-Ham, the MO has been actively involved in the operation of the Millenian Empire and internal imperial affairs. Thus, Magnus is now membre of the Imperial Senate Chancellery in plenary sessions and participates in all meetings of the Imperial Chamber.

Planetary governments

Each planet of the Millenian Empire is led by an imperial Government, which is on the same pattern as that of Barthelima. Indeed, even if the planet of the central system shelters the seat of the Millenian Empire, it has a local government for the current affairs of the planet.

Governors

Each planet colonized by the Millenian Empire is led by a high official elected by universal suffrage by the peoples who inhabit it, all species combined, for a decade, renewable by tacit agreement. It happens that many Governors are replaced only after their death.

Most often, and for ethical reasons, the Governor's species represents that of the indigenous people of the planet. Thus, the Governor of Carrius is a Seniorhott, and one of Hermes is a protocol Betadroid (and not a Silimen). If no Androgunes has been appointed Governor of Barthelima until today, equity with Humans is respected in the Council.

The Governor is the person who is responsible for leading a planet, both civilian and military. He governs for the Millenian Empire and holds the executive power. He enforces the imperial laws passed in the Senate. He himself is his government composed of advisers and appointed his legal representative in the Senate. The Governor is placed under the high authority of the Emperor and he is not responsible to the Imperial Senate.



Councilors

A Councilor is an agent of the governmental power who is at the head of a ministry whose attributions are modeled on the Committees of the Imperial Chamber. Thus, there is an Imperial Affairs Advisor, or a Security Advisor. He leads the local institutions under his command, represents the government with respect to his ministry and represents his administration in the government. He acts under the

direction of the Governor. He is responsible to the executive power for the proper execution of the services he directs.

Councilors often travel to the provinces of their planet to control the actions of each Prefect they are responsible to the government.

Prefects

Every imperial planet is divided into territorial regions called provinces. Every province is presided over by a Prefect, a senior official elected by the planetary government, for a five-stellar term, non-renewable. Since each planet's government is a unitary and centralist state, the provinces have no legislative or regulatory autonomy. On the other hand, they receive from the government part of the planetary allocations and have a certain budget which their Prefect has for mission to distribute in different domains.

Legates

Within the Millenian Empire, every province is occupied by agglomerations. Their area and especially their population can vary considerably. The most populated, Centralis, has more than eight million inhabitants, the least populated, like the bleds, in less than a hundred.

Despite disparities in population and area between imperial agglomerations, all have the same administrative structure and legal powers (except for planetary capitals). Agglomerations integrating indigenous populations have legal specificities. These cities also have special rules, especially with regard to the local Militia.

An agglomeration is administered by a legate council, whose members are elected by universal suffrage (direct suffrage) for twelve stellars. Each council elects from among its members the Legate, which is responsible – among other things – for applying the decisions of the council, and its deputy, who may receive certain delegations. The number of advisors is determined by the population of the agglomeration concerned.



The Legate is responsible before the Prefect of the province where its agglomeration is located, and also a legal person of public law. It has a budget mainly made up of transfers from the Millenian Empire (including a global operating grant) and local taxes (paid in particular by independent professionals and local companies); he deals with local administration (management of sanitary affairs, building permits, etc.). As a representative of the Millenian Empire in the agglomeration, the Legate is also responsible for the acts of civil status (birth, unions, deaths, etc.) and also has Militia power (except in the planetary capitals) where this competence is provided by the Security Advisor, under the authority of the local government).

Imperial Guard

The Imperial Guard was constituted from the Millenian Empire settlement. But while the latter was initially a mere unit ensuring the protection of the Emperor, the Imperial Guard became an elite army corps, a special unit of the Imperial Troops and fully dedicated to the Emperor's body.

The Imperial Guard is the strength on which the Emperor can rely in all circumstances. Composed of the bravest soldiers of the Troops, called Gardians (see the chapter **Empire's Forces**).

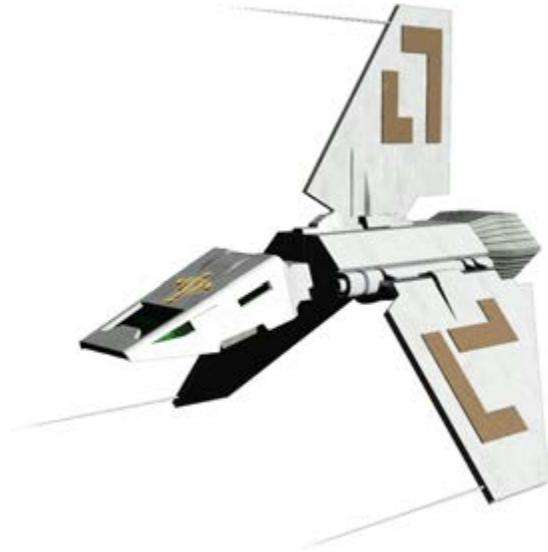
The main mission of the Imperial Guard is the protection of the Emperor, but also a fighting unit in its own right. Reserve regular troops, it forms its backbone. Serving as a model to the army, it must be irreproachable. Passively, it also supervises the other troops, and reinforces the cohesion within all the units by her only presence and its behavior. It is the cement of the Imperial Troops.

The Imperial Guard accompanies the Emperor and his Councillors in all his travels.



Imperial Transport

It is rare for the Emperor and his Councillors to move out of the imperial palace without an important reason. If necessary, their movements must be ensured with maximum security. Thus was designed a space shuttle intended to transport the Emperor and his suite, themselves escorted by a platoon of the Imperial Guard.



Imperial Shuttle

Model: ETA-9 Mercury
Type: plenipotentiary armored shuttle
Category: B
Length: 50 fitts
Mass (empty): 107,500 pods
Crew: 4
Passengers: 23 (11 cabin included)
Propulsion: 3 cyclotrons HK-09G
Autonomy: [4D] centons
Atmosphere: 0,9 sonic (20/300)
Space: 0,7 celerity [CRUISE]
Celerity Factor: [1.4]
Maneuverability: [+1]
Shields: [48]
Hull: [72]
TSF: [+9]
Sensors:
Detection: 3 notics
Attack: 15 notics

The Mercury class shuttle, registered **ETA-9**, is a fully armored medium-sized space transport equipped with advanced astronics. Because of its cruciform aspect, **ETA-9** pays tribute to the famous starfighter **Venum**, and it is not by chance because its designer is the same for both devices. The compact design of this shuttle allows it to withstand significant laser impacts, aided by powerful energy shields. However, the thick tantalum alloy hull increases the Mercury's mass and makes it unwieldy. But this imperial transport shuttle is only intended to take its

passengers in the best safety conditions and does not require escort; which allows a better discretion of the convoy.

There are currently only two **ETA-9 Mercury** starcrafts. The first serves the Emperor NotoRiuss and his *Council of Ten*, escorted by twelve Gardians. The second shuttle is used by Star Governor UkeRann, within the corrupted system Omega. However, it is planned to manufacture other models for liaison between Fleet Warships, escorting important officers or support troops.

The grip of Emperor NotoRiuss

Since the advent of the Dark Force, the Millenian Empire has considerably altered the relations that existed between the two colonized systems. It exerts on the media a control much superior to that of the beginning of this century. He is also obliged to intervene politically tactfully to warn supporters of Prince Hillerr and his dark agents.

The Omega Schism

Before the major events of the stellars 80 of this myriad, information circulated freely between the imperial systems. The intellectual and cultural exchanges had allowed the Millenian Empire to develop rapidly in almost all domains. But they also helped to accelerate the omegon government being decline, thanks to it, constantly informed of the seditious movements that were tearing the Sierra's forces.

Thus, a climate of uncertainty has settled in the major system. The new Emperor, NotoRiuss, decided to revise entirely the imperial communication policy established at the beginning of the Millenian Era and recognized today too fragile in the face of the current troubles.

For more than three hundred stellars, a powerful mediatics network, Holotel, is able to transmit information throughout the imperium. Although it has been expensive to install, this installation allows imperialists to have a versatile and sophisticated

means of communication. Holotel is made up of tens of thousands of mass-canceling transducers connected to each other by a gigantic SSUHF (Sub-Spatial Ultra-High Frequencies) sub-spatial link matrix. It is the only means of holographic communication allowing real-time transmissions between the worlds of the Millenian Empire.

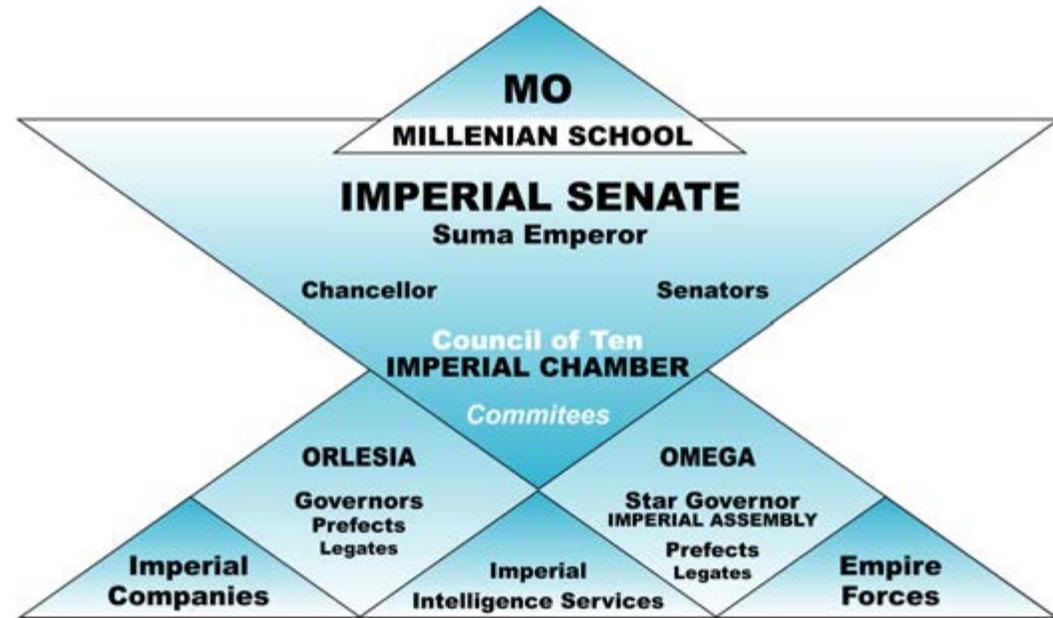
However, its upkeep is frighteningly expensive and every minute of communication costs communities hundreds of pecs, a number that is multiplied by the number of employed transducers. Holotel is now used by the majority of households, as well as by the companies and the various corps of the imperial army. Also, through the media, it allows contacting all colonized planets and gives the average citizen the feeling of belonging to a large federation. Nevertheless, common people can not directly use the holographic network of the Millenian Empire. When somebody wants to transmit or receive a message, he uses his holophone and connects to a Holotel network access provider with an additional subscription; a tiny contribution to the huge investment that this interstellar network represents.

Shortly after his ascension to the throne, Emperor NotoRiuss therefore completely revised the management of Holotel. He had installed network servers in all stations with a Holotel terminal. These servers are directly connected to the Artemis Network of 2IS (see chapter **Imperial Intelligence Services**). Thus, all messages transmitted through Holotel are systematically filtered by 2IS agents and encrypted according to their confidentiality grade, which has several consequences. It is now much more difficult to coordinate seditious movements on a large scale because each dubious interlocutor can only decrypt it if he has the same code.

In addition, system Omega is “cut off” from the rest of the Millenian Empire which prevents any misinformation end of this corrupt system, infiltrate the Orlesia imperium. Thus, Dark Agents can not introduce messages intended to destabilize major system Orlesia. However, this dismantling of the Holotel network has recently forced the 2IS to send more agents on the ground to continue their investigations in the omegon clandestine networks. The parade of Emperor NotoRiuss was to recruit his famous Imperial Missionaries to relieve the mission of the 2IS and eventually support their agents on the Sierra government.

Today, on the planet Sierra, public telecommunications have been back to ten centuries with the imperial posts return and all the material network that has had to be brought up to date (pneumatic networks and drones). However, major government institutions and most of the imperial companies have established a media network – the Intranet – whose lines are interconnected and all pass through the central core controlled by 2IS.

Thus was born the Omega Schism ...



Imperial Companies

An Imperial Company is a technocratic organization operating in a specific sector of activity and whose internal functioning is totally controlled by senior imperial officials. Each company depends on one of the Imperial Chamber's committees, according to its activity domain. A company is responsible for the development, design and manufacture of a product or a service. It must rigorously follow the specifications imposed by its Senate committee of tutorship. Thus, every imperial company has resources in equipment and personnel according to a budget voted by the Senate and calculated according to its last turnover. The latter is, moreover, every new stellar, entirely repaid in the form of tribute from the central government's coffers, which redistributes it fairly according to the needs of each company. A significant percentage will end up in end-of-year bonuses for the deserving employees of the most productive company.

Each company owns under its direction several technical and commercial agencies which are responsible for representing their mother company in the field in the fields of exploitation (research laboratories, mining centers, etc.), manufacturing (factories) or the sale (commercial stores). Thus, the Imperial Agencies have the duty to directly ensure the durability of the products and services of their supervisory company.

In general, every company headquarter is located within the star capital Centralis, on the governmental planet Barthelima. However, for obvious reasons of proximity, some of these large public companies are located on the planet where their activity domain is the most important. This is the case, for example, of the Imperial Company of Trade and Industry whose executive offices are installed under the famous dome of Bodega, the capital of the commercial planet Carrius. Each Imperial Company is headed by a senior official who occupies the position of CEO. Agencies, meanwhile, are often run by an experienced engineer or technician.

Sometimes a commercial agency is run by a private company, that is, by a contractor who does not report directly to the imperial administration. This creates a certain competition between agencies of the same company for the sole purpose of continuously improving the quality of their services and products. This can only increase the turnover of the company concerned and give a wide range of choices for potential consumers. But this approach is still controlled by the Millenian Empire to prevent possible fraud and embezzlement.

In these times of troubles, many underground networks have infiltrated through private agencies with the sole purpose of gangrene the business of their mother company. That is why the Imperial Senate recently decided to establish a crackdown and fraud committee within the Imperial Customs and Standards Corporation (see later in this chapter). The imperial companies are the lungs of the economy of the Millenian Empire and thus allow the political stability of its central government.

Here is a description of all the companies of the Millenian Empire located within the major Orlesia system, as well as their main agencies.

Imperial Company of Education



The Imperial Company of Education or **ICE** [pronounced *ais'*] is one of the most important institutions of the Millenian Empire. It is the only non-profit society of Imperium (Article 901-1 on the imperial institutions of public utility). The **ICE** manages the entire training and education of the thinking people administered by the Millenian Empire, under the tutorship of the ***Education and Research Committee***.

It should be known that within the Empire, the school is only laic and is compulsory only from the age of 20 stellars. During his youth and until the end of his adolescence, an imperial citizen is mainly educated by his family who teaches him the main virtues of life in society. For the Millenian Empire, a citizen can enter the active life only when he is relieved of all health or family obligations (puberty, for example). These physical and moral conditions are stipulated in the **Table of**

Imperial Laws (see the table in previous chapter). Thus, a citizen is really taken into consideration by the Millenian Empire when it has reached its “legal” maturity. However, for imponderable social reasons (orphan, physically or mentally handicapped), a young citizen can be “educated” by a tutor appointed by the **ICE**, usually an old Priest, who will teach him life as well as give him an overview of Millenian Way. However, sooner or later, the young student will have to sit on school benches.

Normal School of the Empire

The **NSE** is the compulsory passage of all major imperial citizen before acquiring a diploma or a license. Only the future Priests of the MO do not pass to this place (because they are already teaching).



The **NSE** is the largest agency under the Imperial Disposals and has several institutions located in the planetary capitals as well as megacities and cities. This large school with conventional structures offers a “common core” gathering all matters, from history to geography, through science and culture. Unlike other schools which offer multimedia accelerated courses, the **NSE** still has real teachers, Engineers and Priests, who offer mostly theoretical courses.

All students, commonly known as “enarks”, follow a standard year school cycle within the **NSE** and can then, after completion, enter the higher school cycle.

Polytechnic School of the Empire

The **PSE** is the largest university of the **ICE** and offers the greatest diversity of degrees. All the technicians, engineers and astropilots go through this big technical school to get their license.



To facilitate its complex and dynamic functioning, the **PSE** is divided into several specific branches in order to form a category of laureates.

Faculty of Multipurpose Sciences

This department of the **PSE** welcomes and trains students in transits and trainees such as Astropilots and Imperial agents. Entirely multimedia, hypnosis classes train recruits in less than one academic stellar.

Faculty of Trade

This specific sector trains all traders and most independent artisans.

Faculty of Administration

This department teaches all the bureaucrats of the Millenian Empire and senior officials.

Faculty of Industrial Engineering

It is the largest sector of **PSE** that trains mainly engineers and technicians. It is also in this training branch are developed the specific software for droids.

Military School of Imperial Forces

The **MSIF** forms during a whole stellar all the professionals of the Millenian Empire's military forces. Theoretical courses are taught by holographic hypnosis while the combat training is done traditionally, of course.



Imperial Fleet Academy

All the promotion majors can, at the end of their studies, claim to become officers within the **IFA** [pronounced *ifa:*]. During an additional stellar of intense courses, this military academy also trains all Astropilots of the Fleet for the Wing as well as the other space wings.



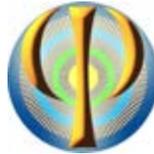
Imperial Troops Academy

Like **IFA**, this great military academy trains promotions majors who become after a stellar of specific officers' training. The **ITA** [pronounced *ita*.] also offers refresher courses for 2IS agents over a period of a few periods.



Millenian School

The **MO** is the largest religious community that the universe has brought. His laws constitute the Millenian Empire dogma. But to train all its members, the Priests, the **MO** has the famous Millenian School whose rector and master is none other than Magnus, patriarch of the mystics LLodas. Thus, this school is not part of the **ICE**. A human rector is appointed for a decennial to recruit potential “Psionic Sensitives”.



Once a human child with obvious psionic potential is spotted by the rector of the **MS**, he is supported to follow the Millenian Way and become a Priest. After the novice is evaluated and approved by Master Magnus, he joins the Millenian Temple (within the Millenian Palace) as an Initiate to train in the handling of psychomagnetic powers. The fundamental principles of the Way are taught, such as the knowledge of the Great Universal Creator (GUC: pronounced *g3*;) and his messenger the Millenium, the millenian laws and the simple uses of Psionic. From time to time, a Mentor or Spirit comes to see the progress made by the Initiates. If this Mentor or Spirit identifies a promising student, he or she may, with the agreement of Master Magnus, take that student as a Disciple.

The Disciple then travels with his master, usually during adolescence, although this period can be very variable. The Mentor or Spirit goes on a diplomatic mission with his Disciple who then learns the advanced techniques of Psionic. At the end of this learning period, the Master introduces the Disciple to Magnus and asks for a Millenian Way test. If the Disciple succeeds, he becomes a Millenian Priest at the rank of Mentor. Otherwise, the master must continue the training until a new test.

During their learning, Disciples' behavior is rigidly structured to impose discipline, responsibility, and dedication. Disciples refuse emotions and materialism. They honor life, law, order and the master-student relationship. Disciples give their support and defend the weaklings. Rules of Engagement include notions such as understanding millenian and obscure concepts, learning a clear vision of things, openness to what is not obvious, and constant attention at all times. Above all, the Disciples are ready to serve the Millenian Empire and to defend the fundamental laws that govern it.

Respecting the principles of modesty and humility, Disciples traditionally wear simple and comfortable clothes, including the canvas toga. The Disciples learn to wear the millenian colors, which show harmony with the Psionic, forming a notable contrast with those worn by Obscure priests, mostly dressed in black. In keeping with their non-attachment philosophy, clothes are not considered indispensable.

Young Disciples do not have the right to keep strong bonds with others, because it is indicated that all emotions lead to the Obscure Powers of Darkness. For this reason, they do not have the right to unite until their training is over. However, Disciples are not obliged to be chaste, although many are, out of conviction.

In his first Millenian trial before Master Magnus, the young disciple can decide to curb his millenian improving in favor of the scientific way. In this case, he goes to the **PSE** to acquire an engineering degree. Otherwise, he becomes a true Millenian Priest at the rank of Mentor.

Imperial Company of Astronautic and Space Technologies



The **ICAST** [pronounced *ika:st'*] was originally an agency of the Imperial Company of Space Exploration (ICSE), now dissolved. Now, this institution has become the largest of the technical-commercial companies of the Millenian Empire. Indeed, the **ICAST** brings together the entire scientific community of the federated worlds and has an impressive number of laboratories and other technical and administrative

agencies. In fact, this immense imperial company deals with everything related to near or far vessel technologies, their regulations, infrastructure construction, maintenance and parking. Directly dependent on the **Education and Research Committee**, the **ICAST** also manages various sciences and techniques, such as medicine, robotics and even the environment. As a result, this large technological institution has the largest turnover, just behind the Imperial Company of Commerce and Industry (see below). What makes the difference is **ICAST** is the only company to have taxpayer-only funds for the realization of its most important projects such as the construction of the famous Nautilator-class interstellar cruisers, or the famous Contumax escortship.

Even if this company is undoubtedly the youngest of all, it is respected today because it represents the technological jewel of the Millenian Empire and constitutes the fruit of its scientific expansion of this second myriad.

However, the head office of **ICAST** occupies only a few administrative offices in the star capital Centralis, because it is above all a gigantic company consisting of a myriad of agencies located on the territory of the Millenian Empire. Here is a non-exhaustive list – and this is understandable – that includes the most important and best known **ICAST**'s agencies.

Space Technologies Agency



The **STA** [pronounced *sta:*] is the largest agency under the umbrella of **ICAST**. It is mainly responsible for the technical monitoring of civil and military spacecraft, from their conception in design office until their release. The **STA** also ensures the durability of the new models in experimentation – as it is the case at the moment of the escortship Contumax – and their adaptation on the civil market or in military operation. Its “follow team” responsible for a type of spacecraft are always civil, regardless of the type of aircraft.

It is the **STA** which integrates the famous Signal-Identification Code (SIC) in the transponder of every spacecraft it puts into circulation. The gigantic space-time tunnel connecting both imperial systems is also technically managed by the agency.

Finally, it is always the **STA** which ensures the flight status of a decommissioned spacecraft for its launch on the second hand market.

It goes without saying that all the workshops installed in the various technical relays of the Millenian Empire, as well as those which constitute the orbital and lunar sites are controlled by this space agency.

Air Technologies Agency



The **ATA** [pronounced *a:ta:*] is none other than the twin sister of the **STA** whose main activities are similar. However, this technical agency manages only the land and air vessels, that is to say the repulsorlift vehicles and some hovercraft still circulating today. Like its big sister, the **ATA** is in charge of the used vehicles' refurbishment for their technical and commercial validity by the **ICT** (see further). A repaired vehicle within a space relay, as is often the case, is supported by **STA** teams; and this throughout the repair and checks. This is not surprising when we know that the technology of air vehicles is similar to that of spacecraft, because they are also astronomical devices. Both categories of crafts constitute what are called vessels.

Star Agency



Despite its modest infrastructure, the **SA** has the largest computer database of the Millenian Empire. Indeed, the **SA** has all the detailed cartography of the two imperial systems and their inter-space. This space agency is thus responsible for the constant updating of hundreds of thousands of cosmographic maps integrated into aircrafts. All the space routes used by the imperial ships have been validated by the **SA**, as well as the wandering celestial bodies. Moreover, if one of these stays too long in one of these roads, the **SA** can decide the momentary closure of this one; and this without the approval of **ICAST**.

Since the setting up of space-time gates, the different star agencies manage the different hyperdrive terminals equipping the hyperlight tunnel.

Medico-Energy Agency

A **MEA** [pronounced *mea:*] is actually a huge regional hospital – one per imperial province – including clinics, maternity clinics, testing laboratories and medical consulting offices. Any Biotek or Geneticist is member of a medical-energy agency. From the **Table of Imperial Laws**, there is no private doctor. The special status of an **MEA** means that this imperial agency reports directly to the **Senate Health Committee**.



Corpus Ypocranum

The *Corpus Ypocranum* is an institutional table of nearly seventy bioenergy treatises written in Milen by the first geneticist of the Millenian Empire, a certain YpoCrann. The question if YpoCrann is himself the author of the *corpus* has not been definitively resolved. But this manuscript book, carefully preserved in the Millenian Library, was probably written by his disciples. Due to the variety of themes, writing styles and the apparent date of writing, the researchers believe that the *Corpus Ypocranum* could not have been written by one person. The *Corpus Ypocranum* is taught in the **PSE** as multimedia textbooks, lectures, research, notes and philosophical dissertations on various topics related to medicine. The *Corpus Ypocranum* is also a troth that any student of bioenergy must marry before embarking on his last learning stellar of medical-energy faculty.

Robotics and Cybernetics Agency

The **RCA** brings together all the sectors of activity from the design to the manufacture of droids, through their technical and software maintenance. All medical prostheses are also designed by **RCA** engineers in collaboration with the physicians of a **MEA**.

In recent stellars, the **RCA** research department has been working in the domain of astronautics on behalf of the **STA**. Indeed, the latest generation Computers are equipped with bioenergy brains similar to Betadroid's one.



Technical Agency of Pure Energy

The **TAPE** [pronounced *taip'*] is the largest of the imperial agencies because its activity range covers almost all the Millenian Empire's technologies. Indeed, pure energy is, in a way, the “fairy electricity” of the Millenian Empire and is the basis of all the techniques and sciences that govern this universe. **TAPE** also has the largest number of engineers and technicians who are practically involved in all known social activities.

Moreover, most other technical agencies regularly use **TAPE** for the energy supports used as a basis for so-called “advanced” technics.



Agency of Information and Telematics

This eminent high-tech agency deals with everything related to information on all its forms (holograms, mediatics data, etc.). It also manages all media and mediatics devices (holovideos screens, computers, computers, memory cartridges, etc.).

The **AIT** engineers [pronounced *eaiti*] are in particular responsible for programming droids and are the only ones authorized to reprogram those who have undergone the execution of the famous “Directive 47” (see the **TTM: Sourcebook**).



Imperial Company of Nature and Environment

The **ICNE** [pronounced *ikni*] is the ecological institution of the Millenian Empire. This young company is responsible for the protection of nature, fauna, flora, etc. It also imposes strict regulations on industrial and domestic waste. That is how it depends on the **Economics and Industry Committee**. The agents of the **ICNE**, who are generally bureaucratic officials, are sworn in by the High Court of Justice of the



Empire and may have recourse to the Imperial Militia for a possible arrest *manu militari*.

The **ICNE** also has a research office working in the domain of archeology and climatology.

Imperial Company of Customs and Standardization



The **I2CS** is responsible for controlling and regulating the economic and industrial market within the Millenian Empire. Since the advent of the Dark Force, its mission is also to detect and dismantle clandestine networks of contraband and counterfeit goods. The **I2CS** is under the authority of the **Judicial Affairs Committee**. The black sheep of the **I2CS** is undoubtedly the famous caste of the Imperial Mercenaries. Indeed, they can afford some dubious transactions without being really worried by the customs officers of this police company.

The majority of the **I2CS** agents are officers of the Imperial Militia, seconded for special missions.

Imperial Customs Agency



An **ICA** [pronounced *ica:*], located on all the airfields and spacecrafts of the Millenian Empire, has land and space patrols whose main mission is to control the various freighters crisscrossing the territory, as well as their goods. Since the advent of the Dark Force and its underground networks, Imperial Customs has been subdivided into integrated brigades in most Imperial Militia posts. But the scale of the clandestine networks, especially in system Omega, forced the **I2CS** to set up a fraud control unit in each Imperial Customs brigade. Customs patrols thus have armed shuttles (the basic models of the famous Gama-class assault shuttles) and can at any time check intercepted spacecrafts and check their technical data sheets.

Imperial Standardization Agency



The **ISA** [pronounced *iza:*] is responsible for bringing products on the market up to standard and verifying their quality, in comparison with the specifications published by the **Economy and Industry Committee**. This agency is particularly effective in controlling the various fleets of vehicles and spacecrafts. It is in charge of the control of the circulation of all the Millenian Empire's vessels, and follows them until the second hand market.

Imperial Company of Trade and Industry



This huge company oversees the production and marketing of all products circulating within the Millenian Empire. Operating both in the civilian market and in military supply, the **ICTI** [pronounced *ikti*] is run by the most important imperial traders, powerful businessmen, and directly financed by the other companies. This institution with a completely lucrative purpose is the driving force of the imperial economy and the most important funds grow under the watchful eye of the **Economy and Industry Committee**. The head office of the **ICTI** is located under the giant dome of Bodega, planet Carrius' capital.

Imperial Disposals



The Imperial Disposals are in fact an important group of trade agencies, under the supervision of the **ICTI**. In the public market, these agencies are composed of stands ruled by officials or independent traders. Imperial Disposals are most often managed by retired soldiers or civilians sworn by the Empire's Forces headquarter. These agencies are usually part of a local arsenal or garrison. Despite the restriction of sales of weapons of war, these military disposals are open to the public and offer decommissioned products for collectors, but also operational weapons intended only for servicemen and sworn civilians (such as **2IS** agents, and more recently, for

the famous Missionaries). Nevertheless, every weapon sold is registered under the name of the buyer, via his Memocard, which is automatically “stuck” by the **2IS**.

Mining Company of the Empire



If trade and industry are the economic pinnacle of the Millenian Empire, mining is the settlement of this economy. Indeed, it is on the reports of exploitation of the aurum that the Millenian Empire evaluates every stellar the monetary index of the Pecun.

The Mining Company of the Empire is one of the first companies to have been created during the expansion of the Millenian Empire. This huge public institution is in charge of supervising all the mining operations on all the colonized planets and of controlling the stellarian production, according to the requests in industry. Only the **MCE** holds the exploitation rights issued by its executive **Economy and Industry Committee** and can therefore open or close mining stations for which it has full responsibility.

This company has exceptionally its headquarters on the planet Carrius where are the most important mining stations of the Millenian Empire.

Imperial Company of Transport



The **ICT** [pronounced *aistɪ*] is responsible for all civil and military fleets. This highly structured imperial society is responsible for all vehicles and spacecrafts circulating within the Millenian Empire. It oversees the technical management of **STA** and **ATA**. All space control centers (S2C) are managed by the **ICT** which ensures compliance with the regulations for space, orbital and air flights. It implements the different Signal-identification code (SIC) frequencies for each vessel that is in circulation. In summary, the **ICT** ensures the standardization of all imperial vessels, in close collaboration with the **ISA**.

In the trade sphere, the **ICT** manages all the imperial disposals of new and used vessels, both in the civil and military domains.

Imperial Company of Currency Exchange



The **I2CE** divides mainly the imperial wealth in different banking agencies and thus represents the central bank of the Millenian Empire. It is within this important administrative institution that the various fluctuations of the Pecun Stella are managed according to aurum productions, under the tutorship of the **Budget and Civil Service Committee**. This management is ensured only in stock market transactions and is then translated into computerized bank securities. Recently, the cash currency has been completely removed from the network (except in some far countries of the Millenian Empire) and the Memocard has become the only safe means of payment. This new economic transaction means has considerably facilitated the banking operations between the different agencies of the **I2CE** which communicate themselves only computer files by way of banking titles.

Imperial Company of Social Activities



The **ICSA** is a particular company working under the tutorship of two Senate committees. Under the authority of the **Social Activity Committee**, **ICSA** is responsible for the heavy stellarian task of managing and guiding young graduates in the various social activities (jobs). Its administrative power allows it to regulate the flow of each university or imperial academy and can thus grant itself the right to demand a certain quota of laureates according to the state of the labor market. The **ICSA** has mediation agents who serve as spokespersons between the various imperial employment agencies and companies of the Empire, official or private.

Finally, and most important, **ICSA** is responsible for the remuneration of all officials of the Millenian Empire (except for senior political officials) and for the payment of

any bonuses, thus falling within the authority of the **Budget and Civil Service committee**.

This institution of workshop also drafts and enforces the various texts of the right of employees in the private sector, in particular, in the work health and safety, and various legal and social rights.

But in these times of trouble, despite the demand for labor since the *Battle of Sierra*, some young graduates do not find job, due to the growing clandestine market that seriously impinges on the economic stability of companies. These new destitute citizens, called **WSA** (without social activity) constitute today the teeming delinquency of the Sierra lowlands. However, **ICSA** is committed to compensate these unemployed for a variable time period according to their real needs. But after this period, most find themselves without resources and are forced to smuggle and work for the enemy.

Imperial Company of Interstellar Tourism



Since the space conquest by the Millenian Empire, the **ICIT** [pronounced *ikit'*] has continued to flourish to become an important and honorable institution. Its credo is to satisfy star tourists and lovers of unforgettable moments.

ICIT is the only fully autonomous and private company, despite being legally dependent on the **Economy and Industry Committee**. Moreover, the majority of the funds of this lucrative society are financed by rich notables and powerful traders or industrialists. **ICIT** oversees a large chain of tourist and trade agencies, private as well, but still dependent on their mother company.

ICIT handles both regular line and interplanetary shuttles and interstellar cruises. Its carefully selected flight crew consists mostly of females.

Finally, **ICIT** has a large fleet of shuttles and buses, and, of course, a huge chain of hotels and restaurants, usually in the space of the largest Imperial Airports.

Imperial Company of Archives



The **ICA** [pronounced *ika:ʼ*] has been the central memory of the Millenian Empire since its settlement, nearly two thousand standard years ago. All the old writings have recently been transferred to digital discs, like the first photo and video proofs made more than a thousand years ago.

The **ICA** is currently run by Priests and protocol Betadroid who manage and archive all multimedia documents issued by the various institutions of the Millenian Empire.

The **ICA** is housed in a huge underground chapel in the star capital Centralis core. This huge armored building is of course forbidden to the public and only the persons authorized by the Imperial Senate can reach certain departments of the main library.

Imperial Company of Individual and Collective Housing



The **ICICH** [pronounced *isitf'*] is responsible for managing the entire real estate sector in both the property and lease sectors, and this in the public sector (for rents only). The agencies of this public real estate service are generally installed in every imperial cities and have for main task to manage the collective and individual rents. The properties are administered by **ICICH** itself. The latter is the only institution that can issue private building permits under the authority of the **Budget and Civil Service Committee**. All collective dwellings in “residences” all belong to **ICICH**, as well as most konaps located in urban areas. No other imperial or private organization can have collective rents, but can eventually manage one or more individual rents. Even military campuses are fully controlled by **ICICH**.

Imperial Intelligence Services

The Imperial Intelligence Services, or **2IS** are among the most structured imperial institutions. However, this organization is totally independent and owes allegiance only to the Emperor himself. Only the administrative sector is under the authority of the **Security Committee**. However, **Imperial Affairs and Foreign Policy committees** may apply to **2IS**.

Since the advent of the Dark Force and the creation of the Imperial Missionaries special corps, a Crisis Staff attached to the **2IS** has been installed in the Imperial Senate, under the Chancellor's tutorship.

Internal Organization

2IS are divided into three main branches, each headed by a mentor agent whose experience is second to none. Above them is the Executive Bureau – **Central** – where stands the Director General of the **2IS**, the Dean of Imperial Agents, who is the only mediator between the services and the Emperor himself.

The administrative headquarters of the **2IS** is located somewhere beneath the star capital Centralis, whose exact location is known only to members of the **Council of Ten** and bureau heads. Thus, if an agent is neutralized and conditioned by the enemy, he can not of his own accord betray his fellowmen ...

But these are not the only offices of the **2IS**, because there is a multitude disseminated throughout the Millenian Empire whose locations are known only department heads. In fact, the complex structure of this secret service organization is repeated as many times as there are agencies, more commonly called “antennas”. Each provincial prefecture has an **2IS** antenna whose structure is always based on that of the central agency located in the global capital. However, all the office directors sit in the central agency, and only the heads of departments can be distributed in the different antennas.

Analysis Bureau

The **Analysis Bureau** is responsible for studying the huge amounts of information provided by tens of thousands of sources. It is not only looking for signs of subversive activity, he is also interested in the evolution of social behaviors, and his observations can be of great use for agents of all departments. The **Analysis Bureau** – called in the imperial agents' lingo **AnaBur** – must also examine and duplicate all enemy technological equipment ... It even happens to invent new ones.

Cryptology Service

The Cryptology Service (CrySer) peels all the messages circulating on the powerful Holotel network, as well as the programs diffused by the media of the Millenian Empire. In particular, he seeks revealing indications of the intentions of Dark Force agents. With the help of the computer server **Artemis** and the External Communications Service, the **CrySer** is able to simultaneously analyze all the media of the Millenian Empire. To accomplish this enormous work, the **CrySer** has a large budget to ensure its resources in equipment and personnel.

In addition to inspecting the messages sent through the Third Quadrant, agents of this **Analysis Bureau** inspect the channels through which the information is transmitted.

CrySer samples and verifies SSUHF carrier waves, communication codes, frequencies used, and holograms if interesting information has not been surreptitiously mingled by Dark Force agents. He examines the parasitic frequencies in search of possible coded messages. The transmissions on Holotel are inspected to ensure that the security backups correspond to the initial messages, otherwise the detected differences are carefully analyzed.

Other service agents sarcastically describe their **CrySer** colleagues as “people searching the trash cans to find out what family members could say at breakfast”. **CrySer's** agents occasionally leave their enthusiasm behind and sometimes discover false secret messages by blindly applying mathematically advanced methods of analysis to harmless data. Anyway, it was by analyzing transmissions of intercoms issued from the flagship cruiser of Prince Hillerr, that the service had discovered the plan of attack of the Army of Darkness against omegon planet Sierra.

Technology Service

The **Tek** has two missions: to update the operation of the enemy equipment and to give the **2IS** a material that is more efficient. This service has a huge budget and counts in its ranks a number of valuable engineers, capable in their moments of inspiration, brilliant inventions.

However, **Tek** is more efficient at analyzing enemy equipment than at inventing new equipment itself. The few **Tek** agents do not have their counterparts throughout the Millenian Empire to discover how an unknown machine works. It's only when they have to put together their own projects that things get a little complicated.

For some time, Sierra **Tek** has integrated a department dedicated entirely to cybernetics with engineers and technicians of the **RCA** for the research of new prosthesis intended for the most valuable Imperial Agents.

Central Bureau

Of all the **2IS** bureaus, it is the only one designated by the simple name of “Bureau”; no new employee will ever call him otherwise after a few days of work in the **2IS**. The **Bureau** is the central **2IS** administration and is responsible for collecting the classified and decoded information transmitted to it by **AnaBur**.

The **Bureau** has mentor agents in its ranks, most of whom are former field men. Their specialties cover practically every conceivable domain: politics, economics, science, technology, etc.

The **Bureau** uses the extensive knowledge of its agents and the most advanced computer models together to predict the next steps the enemies of the Millenian Empire will take.

These predictions, after having been refined, are the subject of reports which are sent regularly to the head offices of the **2IS**. It is from these reports that the department head can then set the priorities and strategies that govern the activities of all **2IS**.

Alerte Service

The **ASer** is responsible for determining the danger level of a situation created by an enemy action and determining the level of confidentiality for communications between the various offices of the **2IS**. This service is not a “permanent” section. In fact, the **ASer** is set up when the **Bureau** has reached a crisis level after analyzing the different information issued by the other offices.

This temporary service remains in constant contact with the **Bureau**, and the External Communications Service (see further) is at its disposal to transmit any warning messages to the Imperial Militia Brigades, or even to the local governor when the situation is truly critical.

When an alert status is decreed by the **Bureau**, after the approval of the **2IS** headquarters, the **ASer** gets in action and immediately defines the level of this alert. This crisis status triggers a complex mechanism inherent in the **2IS** operation.

All agents in all departments are assigned new tasks and communicate with each other with a new classification level.

Depending on the situation, alert levels are defined as follows:

- **Delta-1 level: IMPERIAL RESTRICTION.** Reserved for information or protected media whose disclosure is likely to harm the Millenian Empire, or could lead to the discovery of a secret of the Millenian Empire classified at higher levels.
- **Delta-2 level: IMPERIAL CONFIDENTIAL.** Reserved for information or protected media whose disclosure is likely to seriously harm the Millenian Empire. Without prior authorization from the issuing authority, the partial or total reproduction of protected information or media is only possible in exceptional emergencies.
- **Delta-3 level: IMPERIAL SECRET.** Reserved for protected information or media the disclosure of which is likely to cause serious harm to the Millenian Empire, and which concerns government priorities in the Defense. No department or agency may develop, process, store, transmit, display or destroy classified information or protected media at this level without the permission of the Chancellor or his representative of the Imperial Senate. The total or partial reproduction of protected information or media is strictly forbidden.

Artemis Network

The Artemis Network – or **ArNet** – is the “core” of the **2IS** communication system.

Even though the other offices are never fully centralized, **ArNet** is the most extensive of all.

Equipped with the most advanced computers and transmission equipment, this office handles nearly 99.95 % of communications emanating from **2IS**. It codes, classifies, emits, records, receives and decrypts more messages in one standard day than an imperial planet in a year!

The **ArNet** assigns a series of alphanumeric codes to each agent: the *Codanum*. Its computers catalog and determine all the *codanums* that field agents may need. For example, an imperial agent on mission has half a dozen *codanums* using complex pseudonyms.

If an agent sends a message with an expired *codanum*, then a **ArNet** officer decides whether to authorize his communication or not. Very often, this officer sends a copy of all suspicious messages to the **Bureau**.

When a message is sent by the multiplexed channel **ArNet**, it is duplicated in multiple copies and these are issued by at least two relay stations at each stage of their routing. The relay stations are small and their security is far from absolute. The technique of “parallel” transmissions allows messages to always be delivered safely, even when enemy forces destroy a relay.

Holotel is sometimes used for everyday messages, which are only reproduced in two copies. However, each holographic transponder communicates these to a further five transponders – at a minimum – and transmission continues even after the message has been received by its actual recipient.

In fact, a encoded message sent by a field agent is always sent to hundreds of different destinations, only one of which is the correct one.

Even if it is intercepted, the Black Force agents have little chance of locating its sender and its recipient ... The chain is very long!

Computer Sector

CoSec is the central machinery of **ArNet**. This buried service is fully controlled by droids and computers.

CoSec has access to certain sections of Holotel, but most of the information it manages is transmitted from planet to planet by **ArNet**.

The main hardware of this computer desk is essentially a recorder droid / transceiver C6-12 (model Cyberdin CD-9), a Betadroid “head of service”, equivalent to the model BD-10.3 living in society, and a powerful computer analysis and coding equipped with a biophotonic brain of last generation.

Ops Bureau

From all the **2IS** bureaus, it is the only one to have undergone profound changes and an important contribution of personnel, in particular on Sierra. **OBur** deals with executive missions and all offensive actions that are beyond the capabilities of other services. Thus, this office can send a team of field agents at any time, for both punctual (termination) and long-term (infiltration) missions.

Surveillance Service

This service is the only passive section of the **OBur** taking great pride in its relatively small size, compared to the work it is asked to do. **SuSer** is seventy times less than those in other departments, yet they have to deal with more difficult issues than those assigned to their colleagues.

Indeed, it is the **SuSer** which holds all the files of all the administered of the Millenian Empire, that is to say more than six billion biometric cards classified according to a very precise order. These files – called *Infile* or intelligence files – constitute the criminal record of each imperial citizen. They are established for the first time at each birth and are then classified in a huge memorial bank whose access is strictly reserved for imperial agents. An *Infile* is most often in the form of a photonic file, but it can also exist in the form of a hologram on celluloid support.

How to read an Infile

IsDate (issue date): Complete ephemeris of *Infile* computer edition by **SuSer**.

CyPha (cyclophase): the photonic files sent in general by the **2IS** are “dynamic”; this means that the messages contain a macro-program – or *macro* – that continually modifies them. This routine software is constantly regenerating and continuously transforming the codes according to a specific sequence. This encoding can change the order of words and sentences, the structure of paragraphs and the pictograms used for certain words or characters. It is thanks to this system that it is practically impossible to decrypt an *Infile* issued by the **2IS**. However, the agent receiving the message holds the daily key of the code used thanks to the contents of its *codanum* (see **Artemis Network**).

SuNa (surname): full name of the citizen attributed to his birth by the maternity computer.

IDNum (identification number): imperial identity code assigned to the citizen from his surname. The first number indicates the standard year of birth (in stellars), the two letters represent the initials of the surname, and the next number indicates the number of letters that make up the name. As the photonic matriculation exists only for a few centuries, the millennium suffix is not indicated.

GeMa (genital matrix): this term indicates the surnames of the legitimate father and mother. **PR** means “pater” (the father) and **MR** means “mater” (the mother).

Genom: citizen species.

SocAc (social activity): official citizen's job during the *Infile* edition. This code is assigned by **ICSA** (see previous chapter).

Meas: height in fitt (ft) of the citizen.

UnWe (underweight): this is the weight in pods (Pd) of the citizen during the *Infile* edition.

GeCo (genital code): citizen gender.

HaPi (hair pigmentation): natural hair color.

EyePi (eye pigmentation): natural eye color (iris).

SpeSi (special sign): physical particularity of the citizen noticed during the *Infile* edition.

ChroBio (chronological biography): chronological list of the main activities of the known citizen of the judicial services.



Since the advent of the Dark Force, following a very specific schedule, each official is under spinning for a period by a surveillance officer. Thus, it is easy to detect potential sympathizers of the enemy actually involved in anti-imperial activities. **SuSer** officers have very complete information on each suspect that is flushed out. They often work with several on the same file, depending on the suspected person rank, and do not hesitate to regularly call members of the Imperial Militia through the External Communications Service.

Surveillance officers receive special training, including in the area of combat skills. Indeed, they are expected to be able to run their mills in conditions that rarely allow them to benefit from reinforcements. They must be able to apprehend the suspects who are at risk of committing a serious offense.

Since the advent of the Dark Force, the **SuSer** has been severely tested and its staff is no longer sufficient and therefore can not adequately perform its surveillance missions. The increase in suspects and supporters of the Dark Force would have jeopardized the effectiveness of this service if the Emperor NotoRiuss had not created his famous “missionaries” committee. Indeed, the main task of these volunteer commandos is to assist **2IS** agents to help them investigate the field, especially in the corrupt system Omega.

External Communications Service

The **ExCom** normally manages the information flow between bureaus and different services. However, it has its own communication equipment.

Although it is of relatively small size, it is used for urgent messages addressed to the operational services, or for priority calls to the armed forces of the Millenian Empire. It is called upon when the **ArNet**, victim of its own complexity, can not intervene within a short time. For some “official” arrests, **ExCom** is responsible for mobilizing the nearest Imperial Militia Brigade, or for routine investigations. This makes it possible to significantly relieve the work of **2IS**, especially **SuSer** agents.

Counter Intelligence Service

Recently created after first actions of the Dark Force, the **Counter** mission is to track spies and enemy networks generally sponsored by the Secret Service of Darkness (**SSD**: see section **Dark Force**), or by any other anti-imperial organization, which could manage to infiltrate their agents within the **2IS**. The members of **Counter** can, through the **ArNet**, have access to all the information that can help them in their task. It is not uncommon for them to get information faster than their **SuSer** colleagues. The **Counter** is in relation with all the echelons of the **2IS**. The latter have recently increased the funds allocated to personnel specifically responsible for monitoring the antennas of system Omega.

The **Counter** looks a bit like a “miniature” version of **2IS**. It has its own sections of Analysis and Operations. The boundaries between these sections are often unclear, as **Counter** is known for its unorthodox structure. The centralized information in this service enjoys exceptional protection against external interference. However, all **Counter** agents can access any file. This behavior is typical of how **Counter** manages its activities: all documents belonging to a **Counter** agent can be viewed at any time by his colleagues. This lack of secrecy – or intimacy – makes it virtually impossible for the Dark Force agents to infiltrate the service.

Sedition Service

Like **Counter**, the Sedition Service – or **SeSer** – is a section only created on Sierra, as a result of the massive desertions within the Omega Forces, about twenty standard years ago. It specializes in the study and prevention of treason movements against the Millenian Empire. It has grown steadily over the last ten years, in order to avoid new spectacular desertions. The **SeSer** agents are usually former members of the **Counter** and direct their research on mutant races such as Homocanins today and, in particular, the Silimen, reputed for their mistrust of the “human empire”.

Stealth Service

There are three ways to defeat an enemy. The first, most obvious, is to beat him in a showdown. The best would probably be to let the opponent annihilate himself, but few are those who give you this pleasure. The quintessence of these two methods is to destroy the enemy from within. A judicious use of this technique will allow you to carry harder blows, if you later decide to use force. It may even result in the enemy being forced to destroy himself.

Général NoroTann, Commander of the Empire's Forces.

This adage of hardened warrior is instilled to all the Imperial Troops Academy officers. The head of the current **2IS**, has also taken this valuable advice to restore the operational structure of the various active services.

After a difficult internship at the Troops Academy, the future agents of **SteaSer** are often temporarily transferred to **Counter**, where they usually serve as assistant, before a brief stint at **SeSer**. They learn a lot of things during this internship. Some people abuse so much mnemonic drugs to improve their ability to learn, and sometimes end up suffering from them to the point of being laid off. However, those who stand firm become excellent imperial agents and future mentors.

Once their internship within the Troops Academy is complete, the **SteaSer** agents then submit to a battery of tests to determine which type of mission they are best suited for: double agent or “talpa”.

The double agents are sent to the field to take part in the operations undertaken by **SSD**. Their mission is to provide the **2IS** with enough information so that the Millenian Empire can inflict greater damage to the Dark Force than the ones caused by the actions in which they themselves participate.

A “talpa” – an allusion to a small rodent burrowing from the vast lands of Barthelima and Sierra – is an agent implanted behind the enemy lines who must, when the time comes, be ready to communicate important information about the adversary. A “talpa” is able to blend into a group by completely changing identity – even appearance – for long periods of time.

Like both previous services mentioned, **SteaSer** has recently developed, especially in parallel with the high-profile actions taken by **SSD**.

Termination Service

Unlike other **2IS** services, the **TeSer** enjoys a very bad reputation within this institution, mixed with fear and respect.

Indeed, the assassination is still considered by millenian laws as the most heinous crime. However, sometimes this type of procedure often avoids the worst by removing an important person in order to destabilize an entire clandestine network of **SSD**.

The ban on droid killers within the **TeSer**, however, has raised the image of this service that uses only “just” methods, hunter and prey are supposed to be equal.

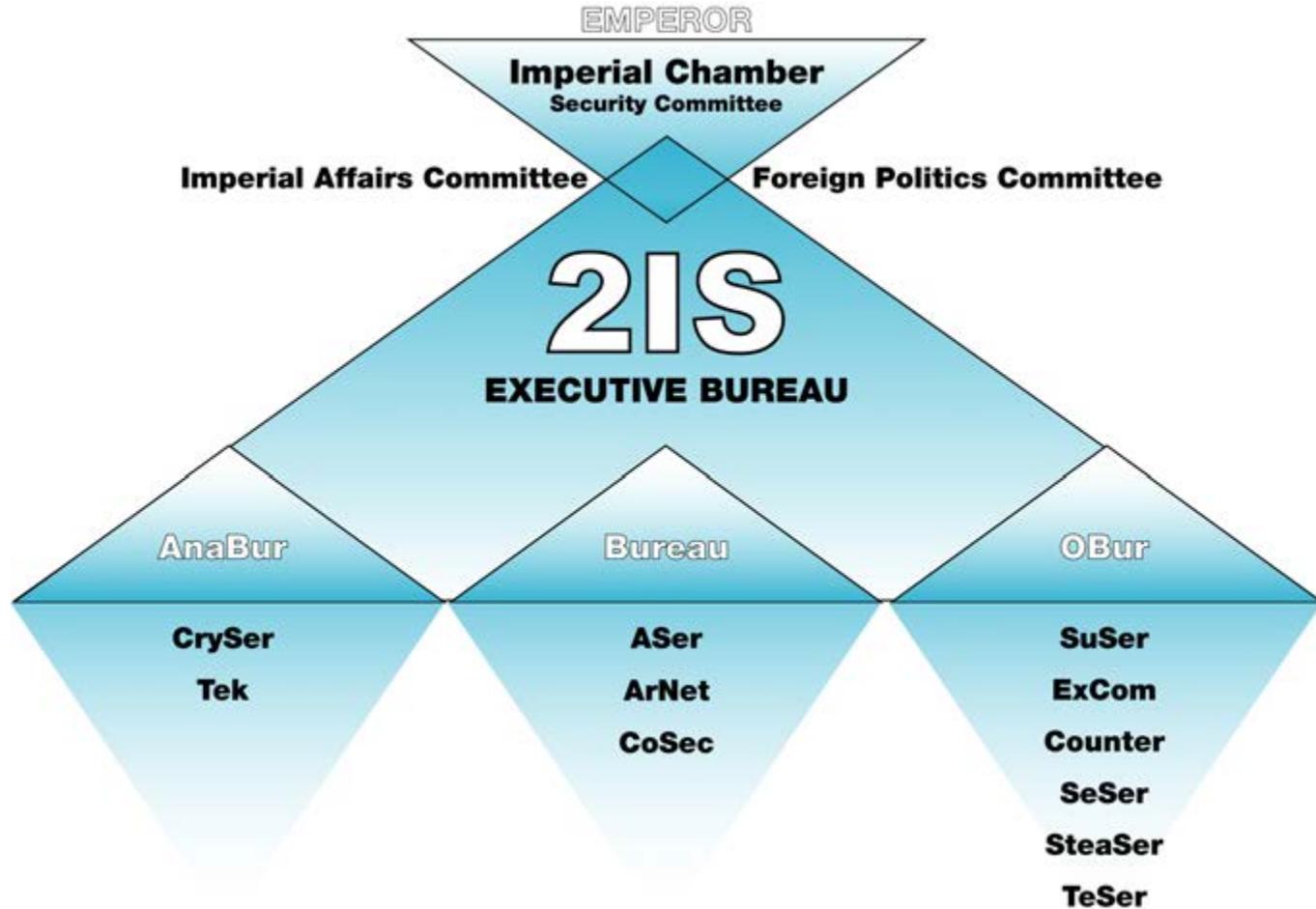
Although the **TeSer** is careful not to tarnish this fragile reputation, its agents – called “radicals” – are specially trained to take advantage of all the advantages, tricks and possible subterfuges, in order to put the maximum chances on the side of the hunter ...

TeSer nevertheless has a respectable reputation for achieving more than 90 % of the “radicalization” missions entrusted to it by **OBur**. The fact that his actual success rate is higher than those of other services, is to be credited to his overtrained agents.

TeSer is composed mainly of professional assassins and, sometimes, former commandos of the Imperial Troops. These shadow throat cutters are fully autonomous killing machines. At each assassination mission, a *radical* is released into the wild and is imputed for a delay related to the importance of the target. During the whole hunt, the **TeSer** agent absolutely breaks all communication with his department and does not get back in contact until after the success of his mission. In case of failure, the unlucky agent – it is extremely rare – must disappear from circulation and regain a new identity in order to reintegrate society as an ordinary citizen. Indeed, a failure within the **TeSer** is equivalent to an act of treason against the Millenian Empire. All the agents of this service know this threat hanging over them all the time. But to avoid harming such an agent whose service is often

honorable, it prefers a reconversion that a judgment that would lead him indiscriminately to prison for life (it should be remembered that the terminal sentence in the Millenian Empire does not exist).

See the chapter **Special Units** to discover **TeSer** de Sierra.



Empire's Forces

The power of the Millenian Empire was not built in a day, although stellars of reflection and preparation allowed both emperors, HaRyann and NotoRiuss, to develop the armed forces at an extraordinary rate. The Empire's forces have in fact evolved very rapidly and have grown considerably over the past decade, following the advent of the Dark Force. The defeat of Sierra has, moreover, caused many other changes ... some of which have not yet been brought to the attention of the troops concerned.

ABOUT THE ROLEPLAYING GAME

The character statistics in this chapter represent humans. As part of the roleplaying game, one can pick another species, avoiding if possible a mutant race.

Structure of the forces

The Empire's forces are essentially composed of two main components: the Fleet and the Troops. In the forces' headquarter there is a superior third rank officer (see both tables of this chapter), resulting from the command of one of the components. Currently, it is General III NoroTann who is the Commander of the forces. Commander is not a grade or a rank, but a title, a military function; the highest distinction of forces. Commander NoroTann sits at the **Security Committee** as a personal military advisor to Emperor NotoRiuss. NoroTann is the commander-in-chief of the Empire's forces and all strategic decisions come from only him.

Imperial Fleet

The Imperial Fleet has undergone tremendous expansion since the advent of the Dark Force, but its primary function has not changed much: to guarantee the space of both imperial star systems against hazards that could affect trade, to ensure defense against external attacks in times of crisis. The difficulty of this last mission has not ceased to grow since the first attacks of Spacejackers.

At the time of the “centuries of light” the Fleet could not necessarily restore order in any system because of its lack of ground bases. The innovative ideas of Emperor HaRyann have, at this point, considerably modified the attitude of the governmental planet Barthelima. Although the current firepower of the Fleet is sufficient to cope with any hostility, the Headquarters believes that the recent resistance to the Millenian Empire's authority is likely to escalate further in the stellar to come.

Changes to civilian command structures

The planetary governors had once again had the opportunity to call the Imperial Fleet, stationed only on the planet Barthelima. Only if the intervention of the armed forces proved necessary, they had to present a petition before the Imperial Senate. However, most problems could usually be solved by local law enforcement. There was actually only one real Fleet campaign – the one that was initiated against the Spacejackers, and that lasts forever ...

Since the extraordinary assembly of 970-2, the Fleet has spread over the majority of the planets federated by the Millenian Empire and is under the tutorship of every planetary governors, with a hierarchy the headquarters of the Forces.

The orders are now given to the planetary level by the Governor, in consultation with the chief of the Headquarters – a 2nd level superior officer – living on the planet. Smaller units receive their orders exclusively through the military.

This change has had a positive effect on the Fleet's response time in the planet space, violated by the enemy. Fleet Commanders have full discretion to execute the orders given to them to the best of their ability, without having to fear that their

actions will be hampered by interference by the Forces' headquarters, which is not concerned by the real situation of the local crisis.

Hierarchical Structure of the Fleet

To face the rapid development of the Dark Force, the Imperial Fleet had to change its hierarchical structure by creating intermediate positions that did not exist before. These positions were assigned to junior officers while all the powers of senior officers were greatly expanded. For example, an officer Comodor today commands manpower ten times greater than at the time of the “centuries of light”.

At the basis, there were three grades in the Fleet Officers' rank. But the restructuring of the 970-2, a system of three distinctions has been inserted into the hierarchy. Thus, we find an Admiral II (second-level) rules the Headquarters (HQ) of the Imperial Fleet and sits beside the Commander of the forces. There are five Admirals I, each of whom is the leader of a Subquarter (SQ) on each planet of the Millenian Empire (except Hermes).

Fleet Staff

The war spacecrafts which make up the Wings of the Imperial Fleet carry in their flanks all kinds of specialists who are presented following.

Astropilots

Whether they are engaged in maneuvering cruisers or flying starfighters, Astropilots play a vital role in the Imperial Fleet. They represent essential elements for the protection of the territorial spaces against the Dark Force spacecrafts.

FIGHT ASTROPILOT	
STA 10	
SF 1D	
HP/FP 10	
DEX 10	Pistol Athletics
REF 10	Piloting cat. A
MOV 5	
INT 10	Army, Astronautics, Andromon, Navigation, Sensor Operation, Survival
WILL / PER 10	
PSY 10	
	
	PROPS Flight suit CHV-3
	WEAPONS Pistolaser PL-55 (blister)
	ADVANTAGE/DISADVANTAGE
	VESSEL Starfighter

Les Astropilotes de la Chasse constituent l'unité d'attaque au sein de la Flotte impériale et ont tous un grade d'Officier subalterne. Avant de suivre un entraînement rigoureux, les candidats doivent d'abord se soumettre à une sévère sélection. Quoi de plus normal, puisqu'il faut les préparer à piloter des chasseurs stellaires allant pratiquement à la vitesse de la lumière, avec des accélérations hors du commun.

It is within the Escort Special Escort (ESE) there are the best pilots of the Millenian Empire. The famous Mercenaries, respectful of a glorious tradition dating from the first pirates, are formed by the one and only Caste of the Mercenaries, even if a minority of them are Imperial astropilots rather considered as “black sheeps”. However, all the other military pilots obtained their certificate in the great Imperial Fleet Academy, where they received a quality education.

MERCENARY

STA 10	Wrestling
SF 1D	
HP/FP 10	
DEX 10	Pistol, Athletics, Piloting cat. A
REF 10	Repair
MOV 5	
INT 10	Army, Astronautics, Illegality, Influence, Navigation, Sensor Operation
WILL / PER 10	Survival
PSY 10	



PROPS	Mercenary suit THV-3
WEAPONS	Turbolt TB-34 ×2 (blisters)
ADVANTAGE/DISADVANTAGE	Code of Honor
VESSEL	Escortship + vehicle (cargo bay)

The transport Astropilots are, meanwhile, intended to maneuver an assault shuttle, a sloop or an star cruiser.

TRANSPORT ASTROPILOTE

STA 10	
SF 1D	
HP/FP 10	
DEX 10	Pistol
REF 10	Athletics
MOV 5	Piloting cat. B
INT 10	Army, Astronautics, Andromon, Navigation, Sensor Operation, Survival
WILL / PER 10	
PSY 10	



PROPS	Technical suit CT-7V
WEAPONS	Pistolaser PL-55 (blister)
ADVANTAGE/DISADVANTAGE	
VESSEL	Not assigned

Gunners

The gunners belong to a unit integrated into the Imperial Fleet's officer corps. On all warships, such as assault shuttles, sloops and cruisers, these seasoned shooters are responsible for controlling the weapon system integrated into spacecraft such as Turbolasers and laser turrets. Most gunners are former Astropilots who have failed the license, or Troop Officers. Be that as it may, they must have good self-control, exceptional mind skills and thorough technical training.

GUNNER

STA 10	
SF 1D	
HP/FP 10	
DEX 10	Shooting weapons
REF 10	Athletics
MOV 5	
INT 10	Army, Astronautics, Sensor Operation, Andromon
WILL / PER 10	
PSY 10	



PROPS	Technical suit CT-7V
WEAPONS	Pistolaser PL-55 (blister)
ADVANTAGE/DISADVANTAGE	
VESSEL	Not assigned

After their passage to the **PSE** and their classes within a unit, the gunners – or firing officers (OffTir), whose place on the command bridge is that of the freight officer of a commercial transport – follow a training that aims to familiarize them with all types of weapons on board, from the simple laser turret to Megalaser, through missiles.

Astronavs

Astronavs are crew members internal to the standard crew of a “B” class warship, such as assault shuttles, sloops and cruisers. They are also found in the civilian sector aboard space freighters and line shuttles. After graduating as a technician at

PSE, future navigators complete an internship at the Imperial Fleet Academy to obtain their astronavigation license. At the end of their military classes, the navigators are integrated into a transport or support unit of the Fleet. Thus, aboard a command bridge, they take place on the left of the Astropilot.

ASTRONAV		
STA 10		
SF 1D		
HP/FP 10		
DEX 10		Pistol Athletics
REF 10		
MOV 5		
INT 10		Army, Astronautics, Sensor Operation, Navigation, Andromon
WILL / PER 10		
PSY 10		
		PROPS
	Technical suit CT-7V	
	WEAPONS	
	Pistolaser PL-55 (blister)	
	ADVANTAGE/DISADVANTAGE	
	VESSEL	
	Not assigned	

The main task of these flying technicians is to guide Astropilots on programmed space routes, and to deal with sensor intelligence. This last mission is particularly important on star cruisers.

Flight Commanders

All medium and large spaceships, such as shuttles and warships, need a crew to control them. For security reasons, this small world also needs to be managed by a superior to coordinate their various tasks. Within the Fleet, the captains of the ship have the particular mission to ensure a firm and rigorous discipline on board for which they are 100 % responsible. For the most part, they are former Transport Astropilots who have “retired” and completed a training course at the Fleet Academy. These flying officers are therefore particularly responsible for the crew supervision of a warship, and are assisted by junior officers for the rest of the personnel. Appointed to the grade of Comodor I, Flight commanders – nicknamed

Bahara – are above all military officers whose main task is to enforce the rules of their ship, by a simple but rigorous discipline.

FLIGHT COMMANDER		
STA 10		
SF 1D		
HP/FP 10		
DEX 10		Pistol Athletics
REF 10		
MOV 5		
INT 10		Army, Astronautics, Andromon, Influence, Sensor Operation, Piloting (notions), Navigation
WILL / PER 10		
PSY 10		
		PROPS
	Technical suit CT-7V	
	WEAPONS	
	Pistolaser PL-55 (blister)	
	ADVANTAGE/DISADVANTAGE	
	Duty Sense	
	VESSEL	
	Not assigned	

Internal organization

The fighting spaceship is a fundamental element of the Imperial Fleet. The latter has a number of different warships that it must organize in a coherent manner to ensure its missions success. From a functional point of view, the margin is indeed greater between an star cruiser and an assault shuttle than between the latter and a starfighter.

Warship Leadership

Accessing the grade of Comodor is considered the culmination of an officer career within the Fleet. It is a great honor to be entrusted with a warship, or even a space base, whatever they are. Of course, the prestige gained from the captain's position is all the more important because the spacecraft is large and powerful. But an

officer Comodor will always be better considered than an Admiral, even of high grade. This is why the Imperial Fleet fully understands that a Comodor can refuse a promotion within a headquarters or staff. The Fleet respects such decisions. It is indeed advantageous for it to have officers so intimately linked to their ship and their crew, that they can make them execute extraordinary feats.

Components of the Fleet

The Imperial Fleet consists of three main service branches: Fight, Transport and Support.

- **The Fight.** This component largely includes all stellar hunters and, in particular, escortships. However, this does not mean that the Mercenaries are an integral part of the Fight; but only in the tactical flowchart, not in the hierarchy. Because of the number of its ships, the Imperial Fight is the largest component of the Empire's forces.
- **The Transport.** This component, less important than the Fight, is composed of all the warships – from the assault shuttles to the cruisers, through the sloops.
- **The Support.** Despite its low capacity of warcrafts, this component is essential to the proper functioning of the fleet because it includes all medical staff and maintenance technicians. It also manages all jobs necessary for the life support of the air and land forces (health, hotels, etc.). Within the Fleet, the Support has medical and technical shuttles (space tugs).

Each of these components is commanded by a Headquarters (HQ) which reports directly to the Fleet Staff. HQs have several Subquarters (SQs) which constitute the main space bases of the Fleet.

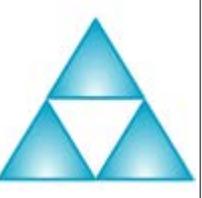
Combat Formation

Functionally, the Fleet organizes its units into combat formations, taking into account the specific missions of the various spaceships.

Please refer to the following pages for the Grades & Badge Table.

- **Standard unit.** It is the smallest combat formation of the Fleet. It is composed of only one or two spaceships whose main missions are generally the Reconnaissance and Patrol. In the case of a transport wing, the unit is represented by a cruiser with on board all the units of the flotilla and escorted by one or two sloops.
- **Group.** This is the standard combat formation used only in Fight Wing and is generally composed of two to six units. Commissioned by the oldest – or most awarded – astropilot and the most experienced of the group, he can perform all the missions entrusted to him by the Fleet. Within the Transport, a group is composed of two sloops.
- **Squadron.** It is a flying unit composed of two groups, which consists of several combat ships. Within the Transport, it is the sloop who fly in squadron, three spaceships. Each squadron is commanded by an officer II whose title is Captain (he is an Officer III who directs a sloop to the grade of Captain). A squadron is a full-fledged unit with its own hierarchical structure and a combat call sign that gives it its own identity with military history – such as the famous “Fire Daemons” squadron of Omega's 5th Special Escort Squadron. It is for this reason that the badges displayed by each squadron are very worked and very representative.
- **Wing.** It is the most important component of a combat flotilla. It is generally composed of only one type of spacecraft and is intended for specific missions. The Fight Wing, composed mainly of starhunters; the Special Escort Squadron, which is a component of the Imperial Mercenaries Caste at the controls of their escortships and is considered more like a paramilitary branch of the Empire Forces; the Transport Wing, which includes the flagship of the combat flotilla and another less powerful cruiser, escorted by sloops, and which serve as transport units for the Imperial Troops; and finally, the Support Wing which consists of medical and technical shuttle squadrons. A wing is attached to a Subquarter and commanded by an Officer Admiral. Depending on the component it represents, a wing can consist of two to six squadrons.

- Flotilla.** It is the main combat formation of the Fleet. The latter currently has five, even though it is known that the 5th Fleet of Omega was virtually destroyed during the *Battle of Sierra*. Each combat flotilla is made up of four specific wings: Fight, Escort, Transport and Support. The main mission of a flotilla is to monitor the entire planet space territory to which it is attached (hence the number relative to the federated planets). Each combat flotilla, more commonly called “fleet”, is commanded by an Admiral II who also is the flagship captain of the flotilla, assisted by an operational wing commander (OWC) at the grade of Comodor II. The units assigned to each of both cruisers of the flotilla depend on ground platforms called space bases, located on the planet whose flotilla has custody. When it comes to the close protection of a planet, the Fleet Commander keeps his orders directly from the local Governor and refers to the Imperial Fleet staff at all times.

IMPERIAL FLEET					
Grades & Insignia					
Fleet grades (pads)					
 <p>Officer Admiral III – Fleet Commander II – Flotilla Commander I – Wing Commander</p>	 <p>Officer Comodor III – Base Commander II – Wing Chief I – Flight Commander</p>	 <p>Officer III – Flight Captain II – Squadron Chief I – Group Chief</p>	 <p>For astropilts, grades are replaced by metal shoulder pads. Only the degrees remain.</p>	 <p>Navigator III – Deck Officer II – Shift supervisor I – Crew</p>	
Distinctions (chest strap)			Titles		
 <p>III - 3^o degree</p>	 <p>II - 2^o degree</p>	 <p>I - 1^{er} degree</p>	<p>Officer Admiral = <i>Admiral</i> Officer Comodor = <i>Comodor</i> Officer III = <i>Captain</i> Officer II = <i>Major</i> Officer I = <i>Ensign</i></p>	<p>Navigator III = <i>Master</i> Navigator II = <i>Senior</i> Navigator I = <i>Cadet</i></p>	
Fleet Badges & Emblem					
The four flotilla insignia are left arm badges (pectoral badges for the Officer Admirals)					
 <p>1st Flotilla <i>Regor Milena</i></p>	 <p>2nd Flotilla <i>Sicut Aquila</i></p>	 <p>3rd Flotilla <i>Lumen Celesta</i></p>	 <p>4th Flotilla <i>Fluctus Luminica</i></p>	 <p>5th Flotilla <i>Stella Lumenum</i></p>	
The three squadron insignia are pectoral badges		 <p>Fight Wing</p>	 <p>Special Fight Escort Mercenary Caste</p>	 <p>Transport Wing</p>	 <p>Support Wing</p>
All squadron emblems are right arm badges					

Imperial Troops

While it may be said that Emperor HaRyann had rehabilitated the Fleet, the Imperial Troops – for their part – were almost resuscitated. At the time of the “centuries of light”, they were considered insignificant and served only as reinforcement for the Imperial Militia. Their soldiers often had no other job than to intervene against small riots led by some anti-imperialist “conscientious objectors”. Each planet had only a few small, unstructured garrisons without materials.

The precursor of the New Era, Emperor NotoRiuss, decided to entirely reorganize the Troops. Their powers were expanded, along with rigorous training and recruitment programs. The missions in enemy territory became the daily job of the basic soldier, whereas previously they were reserved for some elite units, including the Imperial Guard.

Changes to civilian command structures

The Imperial Troops have long been subject to the exclusive command of the Emperor. But since the advent of the Dark Force and the multiple attacks of its dark agents, the command has been bequeathed to the planetary Governors, as for the Fleet. This structure allows a faster intervention of the armed forces against an isolated action of the enemy, without however shaking up all the hierarchical way up to the headquarters.

However, at each Troop request, the detachment commander must immediately inform his superiors so that they can then check whether the intervention was necessary and in what proportion.

Hierarchical Structure of the Troops

When the Troops experienced their phenomenal development, they did not make the same choice as the Fleet. Their ranks remained unchanged, but the number of

junior officers was considerably increased. The officer / soldier ratio was reduced accordingly, which significantly improved the effectiveness of the troops in combat.

Since the *Battle of Sierra*, the links between the Troops and the Fleet have been considerably strengthened, detachments of airborne commandos, the Mariners, have been newly assigned to interstellar cruisers to form multipurpose combat units.

Troops' staff

Since the advent of the Dark Force, the Imperial Troops have more and more specialized soldiers. These men can occupy the different categories detailed below.

Infantrymen

The Infantry includes most of the land forces available to the Millenian Empire. The Imperial Troops' infantry wear the traditional white and black armor of every basic soldier.

INFANTRYMAN	
STA 10	Wrestling
SF 1D	
HP/FP 10	
DEX 10	Assault rifle Athletics
REF 10	
MOV 5	
INT 10	Army, Bioenergy, Andromon, Hide, Explosives, Survival
WILL / PER 10	
PSY 10	Immune to Psionic attacks
	
	PROPS
	Battle armor THC-6 Survival pak
	WEAPONS
	Lasma LM-32 (blister x2) Thrown grenade Demolition charge
	ADVANTAGE/DISADVANTAGE
	Duty Sense
	VESSEL

These battlefield soldiers are only trained to fight, which they do very well. They know all the melee techniques and armed combat. Hand-to-hand combat, laser-fire, grenade throwing and heavy weaponry are some disciplines in which they must excel.

Armored Vehicle's Crew

The Imperial Troops have on the ground assault vehicles and ground troops such as hovercraft and the command Celer, as well as tanks. These machines have thick tantalum shielding and turret weapons to provide enough firepower to protect the infantry units.

ARMORED VEHICLE'S CREW	
STA 10	Wrestling
SF 1D	
HP/FP 10	
DEX 10	Assault rifle Athletics
REF 10	Driving / Piloting cat. A
MOV 5	
INT 10	Army, Bioenergy, Andromon, Hide,
WILL / PER 10	Explosives, Navigation, Survival
PSY 10	
	
PROPS	Battle Armor THC-5 Survival pak
WEAPONS	Lasma LM-32 (blister x2) Thrown grenade
ADVANTAGE/DISADVANTAGE	Duty Sense
VESSEL	Liaison vehicle or tank

The armored vehicles' crews are composed of soldiers trained for driving of all kinds of land vehicles [Driving / Piloting Cat. A]. They usually include a driver, a navigator / gunner and a troop officer. Like infantrymen, the crews wear battle armor, but do not have anti-laser protections: the THC-5S. They follow the same training as other soldiers, in addition to specific training in the control of armored vehicles.

An armored crewmember has the same statistics as the Imperial Soldier. The driver has an armored personnel ship in dotation.

Mariners

Although the battle armor of the infantry troops provides relative protection against the absolute void, an elite division has recently been trained to operate exclusively in space. The Mariners commandos are first rate units. Only the Imperial Guard equals them in terms of training, loyalty and destructive power. It is these "space soldiers" that are used when it comes to scuttling an enemy warship, an orbital station or any other space facility.

MARINER	
STA 10	Wrestling
SF 1D	
HP/FP 10	
DEX 10	Assault rifle Athletics
REF 10	Driving
MOV 5	
INT 10	Army, Bioenergy, Andromon, Hide,
WILL / PER 10	Explosives, Navigation, Survival
PSY 10	
	
PROPS	Battle Armor THC-6 Survival pak
WEAPONS	Lasma LM-32 (blister x2) Thrown grenade
ADVANTAGE/DISADVANTAGE	Duty Sense
VESSEL	Assault Spacesuit SHA-6

For their movements, Mariners squads use **Gama**-class assault shuttles (see the **TTM: Sourcebook**) with thick armor. They are piloted by a standard crew of three men, members of the Fleet. All communications are transmitted to the unit commander's desk so that he can continuously supervise the actions of his commandos. These officers are always on board the shuttles and it is from these small "space fortresses" that they transmit their orders.

These assault shuttles are in fact real warships by themselves, carrying no less than sixty space warriors who constitute its main arsenal. Each soldier, in addition to the standard armor of the infantrymen, slips into an imposing full assault spacesuit that holds both the individual spacecraft and the armored vehicle, called SHA-6 (see the **TTM: Sourcebook**). As the reserves of their weapons are relatively limited, the Mariners are trained to make the best possible use of their weapons and to fulfill their missions within the imposed deadlines.

The equipment of the Mariners being as cumbersome as it is frightening, these space soldiers are only fully effective in weightlessness, in the depths of space or on the surface of atmospheres without atmosphere.

Aquanauts

Because of its aquatic geology, the penitentiary planet Antarius has had to develop intervention forces adapted to its extremely humid climate and terrain. For this, vehicles with amphibious repellents have been designed to deal with type of terrain. The local army has therefore modified these vehicles to make multipurpose armored vehicles: the RG-6 Milicar (see the **TTM: Sourcebook**). In addition to its specific equipment, the Antari government had to adapt the personnel to the aquatic environment and, as a result, the Imperial Troops formed units of Infantrymen to evolve in the water with modified combat armors in diving uniform. The full-face helmet of these special outfits is equipped with a trioxidic respirator coupled with hydro-energy valves that recover the trioxin present in the water and convert it into breathable gas (as do most marine animals of this world). **SHP-7** water-based suits, with no laser protection, have a hydro-propulsion unit that allows the diver greater efficiency in deep water. These special diving suits are exclusively used by a phalanx of aquanaut soldiers from the 4th Infantry Company based on the planet Antarius, which represents three hundred combat divers.

AQUANAUT	
STA 10	Wrestling
SF 1D	
HP/FP 10	
DEX 10	Assault rifle Athletics
REF 10	
MOV 5	
INT 10	Army, Bioenergy, Andromon, Hide, Explosives, Survival
WILL / PER 10	
PSY 10	
	
WEAPONS	
Hamajacer HJ-45 (blister x2)	
ADVANTAGE/DISADVANTAGE	
Duty Sense	
VESSEL	

The specific weapons such Aquanauts commandos is composed of Hamajacer pulse rifles equipped with grenade launchers.

Imperial Guards

Engaged in golden combat armors and wearing a royal blue cape, the Guard soldiers provide close protection for the Emperor and the entire Imperial Chamber. The Imperial Guards, commonly called “Gardians”, are the elite of the Troops and are feared throughout the Imperium. They also support land units and combat flotillas, while being totally hierarchically independent of the Empire's Forces. However, the Guard is a full-fledged component of the Troops and its soldiers regularly participate in response and recovery missions.

The Troop Headquarters sends the Gardians wherever the Emperor desires that a unit of the Dark Force be immediately eradicated. With absolute loyalty, these elite soldiers can not betray the Millenian Empire, either by corruption, seduction or blackmail. They live in a militarist and perfectly disciplined environment, in which obedience is a sovereign virtue, and where the wishes of the Emperor can not be questioned.

GARDIAN

STA 10	Wrestling 18
SF 1D	
HP/FP 10	
DEX 10	Assault rifle 18
REF 10	Athletics 18
MOV 5	
INT 10	Army 18, Bioenergy 18, Andromon 18, Hide 18, Explosives 18, Survival 18
WILL / PER 10	
PSY 10	<i>Immune to Psionic attacks</i>



PROPS	Battle Armor THC-7 Survival Pak
WEAPONS	Lasma LM-32 (blister x2) Thrown grenade Demolition charge
ADVANTAGE/DISADVANTAGE	Duty Sense
VESSEL	

The Imperial Guard is composed solely of Humans whose physical and psychological conditions are impeccable. The Guardians wear their golden armor – the THC-7 – only in the Special Protection Platoon. The rest of the time, these soldiers wear the traditional white and black armor to fight with their battle brothers.

Officers of Troops

Since the restructuring of the Imperial Troops by Commander CleroFontann, the number of officers in the ranks has considerably increased; this is to motivate the morale of the troops and to better coordinate large-scale operations on enemy terrain. Thus, each squad of Imperial soldiers is commanded by a junior officer. The companies, meanwhile, are led by an officer Major II.

OFFICIER OF TROOPS

STA 10	Wrestling
SF 1D	
HP/FP 10	
DEX 10	Pistol Athletics
REF 10	
MOV 5	
INT 10	Army, Bioenergy, Andromon, Hide, Explosives, Influence, Navigation, Survival
WILL / PER 10	
PSY 10	



PROPS	Technical suit CT-7
WEAPONS	Pistolaser PL-55 (blister)
ADVANTAGE/DISADVANTAGE	Duty Sense
VESSEL	

The Officers all leave directly from the Imperial Troops Academy and are essentially trained in tactical command. However, for practical reasons, most of the group leaders – at the rank of Sergeant or Corporal – are hardened soldiers whose experience is second to none.

Internal organization

At the time of the “centuries of light”, there was a real gap between the soldiers (who were sent to the field) and the other soldiers. Since their restructuring, the Imperial Troops have not been able to eliminate this problem but have partially solved it by placing an officer at each combat unit to support the troops on the ground and better communicate the orders sent by the HQ.

However, it is not uncommon today to see officers taking direct part in the fighting, the officers are not always considered “fighters”. The majority of squad leaders are seasoned soldiers who have earned their rank of Troop Officer on merit.

Components of Troops

Unlike the Fleet, the Imperial Troops are composed only of specific battalions – or army corps – each assigned to a very specific mission.

- **Infantry Regiment.** It is the largest army corps of the Troops composed mainly of infantrymen and armored vehicles.
- **Mariners Regiment.** It is the spaceborne component of the Troops consisting of soldiers specially trained to space void. Their unit of membership is not a garrison but a star cruiser of the Fleet.
- **Militia.** This force of the order was recently attached to the Troops and is now composed of soldiers. This component is administratively dependent on the Empire's forces and hierarchically on the **Judicial Affairs Committee**.
- **Guard.** Troops' elite corps being, just like the Militia, a military component exclusively attached to the administration of the Forces. The Imperial Guard depends solely on the direct authority of the Emperor himself.

Battle groups

Functionally, the Imperial Troops are similar to the Fleet, but with some distinctions in the suits and missions assigned to each of its battle groups. A battle group is a set of specific personnel and equipment belonging to a special battalion.

- **Pair.** It is the smallest fighting unit of the Troops which consists of two soldiers, or a soldier and his war niek - also called dog team. This battle group is usually formed on the battlefield and is not official in the hierarchy of a squad. However, some specific pairs may be ordered by a more experienced Cadet soldier.
- **Squad.** It is the basic battle unit of the Imperial Troops. Led by a group leader – with Corporal grade – most often a seasoned soldier, the squad is the instant strike force capable of eradicating a foe punctual action with surgical precision. The Infantry and Mariners squads are made up of ten

soldiers, one of whom is a Sergeant Chief and are mandatorily co-ordinated by their phalanx officer, to whom they belong.

- **Platoon.** This is the old base unit of the Troops before the advent of the Dark Force. Today, this notion has been essentially preserved by the Militia and the Guard. This combat group usually has more than ten soldiers, including a platoon commander at the grade of junior officer. The Militia platoons occupy a brigade – or Subquarter – and are equivalent to two standard squads. The Guard platoons, however, have twelve Gardians, including one officer, and are divided into two groups: the Honor Platoon, which serves as close protection for the Emperor, and the special platoons integrated into the ranks of the Troops for specific missions.
- **Phalanx.** A phalanx is a squad's group from the same unit composed of a number of them. A phalanx is commanded by an officer at the grade of Major, assisted by junior officers and group leaders. The infantry phalanxes are composed of units of infantry and armored vehicles stationed mainly in the imperial garrisons. The Mariners phalanxes are stationed only on board Fleet cruisers and can be dropped autonomously using dropods. The Imperial Guard's special phalanges are smaller and consist of only platoons. The Imperial Militia, meanwhile, does not any phalanx.

IMPERIAL TROOPS

Grades & Insigna

Grades of Troops (pads)

<p>Officer General III – Troops Commander II – Corps Commander I – Regiment Commander</p>	<p>Officer Major III – Garrison Chief II – Company Chief I – Brigade Chief</p>	<p>Officer III – Section Head (Militia platoon) II – Section Head (Guard platoon) I – Battalion Chief</p>	<p>Soldier III – Squad Leader II – Group Leader I – Pair Leader</p>

Distinctions (chest strap)

<p>III 3rd degree</p>	<p>II 2nd degree</p>	<p>I 1st degree</p>	<p>Titles</p> <p>Officer General = <i>General</i> Officer Major = <i>Major</i> Officer III = <i>Captain</i> Officer II = <i>Lieutenant</i> Officer II = <i>Brig</i></p>	<p>Soldier III = <i>Sergeant</i> Soldier II = <i>Caporal</i> Soldier I = <i>Cadet</i></p>
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Insignia & badges of Troops

The four army insigna are left arm badges (pectoral badges for Officers General)

<p>Infantry Regiment</p>	<p>Marine Regiment</p>	<p>Imperial Militia</p>	<p>Imperial Guard</p>
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All company emblems are right arm badges on a colored armband

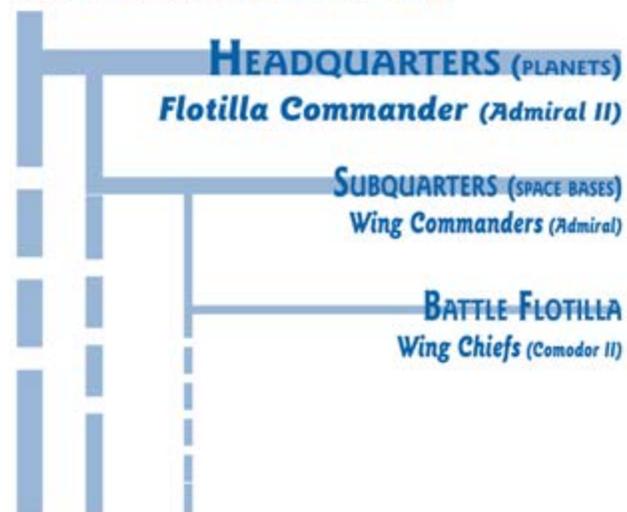
average of one thousand soldiers and over five hundred people make up the maintenance and support staff. This battle group is placed under the of an officer Major II command, assisted by junior officers, as well as group leaders. The spaceborne companies are stationed directly aboard Imperial Fleet star cruisers and their group leaders are under command of the respective Flight commanders. The infantry companies are composed of one thousand soldiers and one hundred armored vehicles. The phalanxes of the Imperial Guard are the smallest combat units of the Troops with only one hundred soldiers. The Imperial Militia has a thousand soldiers. Like Fleet Squadrons, each company is distinguished by its history and origins by coats of arms and colors. Only the Guard does not need to stand out like this ...

- **Company.** It is the largest combat unit of a regiment or corps capable of conducting large-scale operations autonomously. A company has an

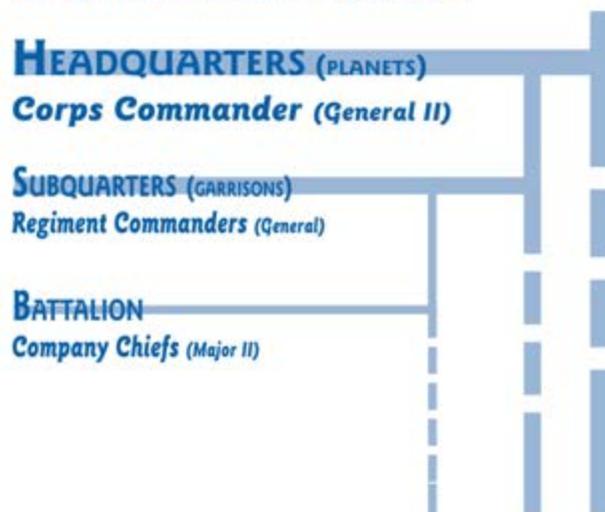
EMPIRE'S FORCES LEADERSHIP

HEADQUARTERS OF FORCES
Commander (Admiral III or General III)

FLEET STAFF (IMPERIUM)
Fleet Commander (Admiral III)



TROOPS STAFF (IMPERIUM)
Troops Commander (General III)



Special weapons of the Forces

Some units of the Empire's forces were created for specific purposes or for specific missions. As a result, these units needed weapons and ships suited to their mission. Some of these materials are still in the prototype state.

As an old adage says andromon: “We do not catch an octocarnis with bolega”.

Special Weapons

DCS units

Today, Turbolasers have become the “lords” of battlefields. In fact, compared to conventional laser guns, they fire more precisely and have superior firepower, combined with extremely powerful sighting cameras. There are two types: medium and heavy. The first is used on all escortships, while the second is mounted exclusively on the sloop and the star cruisers. The Turbolasers mounted on the recent starfighters, are only improved *Broninn*. Thus, the defense-counter-spacecraft battery system – or DCS – is a Turbolaser model with special aiming and tracking sensors.

As a general rule, two **TL-55 Turbolasers** are mounted on a 360 ° turret mount and are synchronized. The turret is protected by a tantalum hull, while the swivel tower is installed in the ground, fixed by an anti-vibration concrete screed. Each DCS unit

is powered by a small *Borann* nucleic generator. As these generators are extremely reliable, it happens that a turret can remain autonomous for years without any particular maintenance.

DCS unit
Model: CLB-556 Boforr
Type: autonomous twin-tube lasers
Shield: [24]
Hull: [42]
TSF: [+3]
Weapons:
2 turbolasers TL-55 paired
ACC: [12]
Damage: [6D×2]
Ranges: 1/2D: 1,000 fitts
MAX: 2,500 fitts
Sensors:
Detection: 6 notics
Attack: 1 notic
Cost: 9,600 p (installation not included)



Used for the close protection of space bases and imperial garrisons, DCS units are usually connected to a “network” to coordinate firing on attackers. For this, all Cabloptics connected to the firing computer of each unit are connected to a central computer installed in the Space Control Center (S2C) of the base or the Command Post (CP) of the garrison. After an analysis of the attackers by the main terrestrial sensors of the installation, the computer of the ATETS type (Automated Target Evaluation and Targeting System) sends sequentially the firing orders to the different DCS units. This system allows a perfect coverage of the anti-aircraft defense against hunters of all types.

DCS units, however, have a disadvantage: they tend to overheat. In principle, the cryogenic cooling systems of the **TL-55 Turbolasers** can fire twenty shots in a short period. But in fact, in case of rapid fire, it often happens that a unit trips only five or six burst. This is because it would have been necessary to install a larger cryogenic system; but that would have required an infrastructure that was too

heavy and too expensive. It is not actually the rate of fire that overheats the Turbolasers but their mutual proximity which generates a thermal induction effect and therefore an exponential rise in the temperature of the fission chambers.

In terms of gameplay, to represent this overheating, the GM must roll a die at the end of each turn, if the DCS unit has made two shots. On a 6, one of the barrels is out of order (ignore the damage multiplier).

Grenade launchers

The Plexus-2 grenade launcher looks like a cylinder that fires nucleic warheads similar to throwing grenades thanks to its octagonal internal section. This recent weapon was incorporated into the Imperial Mariners' **SHA-6** assault spacesuits to open into the armored hull of the warships. However, this type of weapon was taken back by the Dark Force to equip its droid-killers like Sentinel and Atrax (see section **Dark Force**).

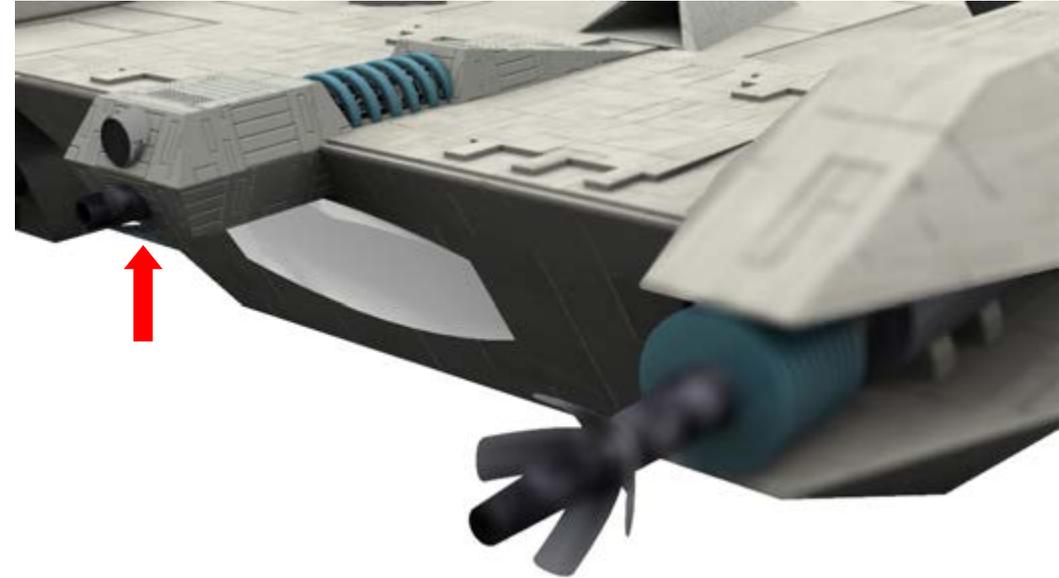
Only Lasma-type and Hamajacer-type assault rifles were designed with such an integrated device or attached to their barrel, but with a more recent model of shooting grenades: this is the Pyton.



Laser Beamer

During the design of the famous XC-5 Contumax star escortship, innovative ideas emerged in the ICAST design offices; undoubtedly in the craze due to the general euphoria marked by the first tests of this unusual escortship. This revolutionary device of the Imperial Fighter is undoubtedly the weight that will tip the scales in the camp of the Millenian Empire during his final confrontation with the Dark Force. Nevertheless, the multitude of spaceships that make up Prince Hillerr's armada could disorient the XC-5, even if they are flown by the best Mercenaries. In addition, the Empire's forces can not buy a huge amount because this war ship is

extremely expensive. This is due in large part to its advanced technology and sophisticated weaponry. Even MAC-50 missiles mounted on board are improved versions. And we're not talking about magnetic mines 2M-84 whose unit is as expensive as an aircraft!



That's why the ICAST engineers had to look at a weapon that lives up to Contumax's reputation. A short time ago, an ultra-secret project – called “Delta” – came out of a design office and was communicated to the Imperial Fleet's Headquarters. It was the engineer AteGann, project leader, who designed the first plans for the beamer *Delta*. The device was placed between the Turbolaser and the central fuselage of the spacecraft.

The principle of the Delta ray is in the controlled refraction of pure energy. For this, we need a fairly powerful plasma laser. The **Turbolaser TL-55B** proved excellent for the first demonstration, performed recently. The “Delta beamer” is a device combining a photomagnetic generator and a nuclear fusion gun. When the laser passes through the atomic cloud created by the beamer, the photons receive a

substantial supplement of pure energy. This results in a controlled diffraction of the laser, that is to say that it is tenfold, propagating in several directions with the same power rating. The **RD-95 Delta** is currently being secretly experimented on an XC-5 Contumax, renamed XC-5M Ultor in this case.

The 1st Special Wing Escort based in Centralis, should be equipped with this absolute weapon before the end of this myriad.

Gunner-laser

This new type of assault weapon was recently developed by the engineer UziGalann in collaboration with the ICAST workshops and SeTec of the Sierra's 2IS – and for cause, the latter are the only applicants. The **Scorpio LM-35**, inspired by Lasma LM-32 and Elit-5, is a simple weapon, very reliable and compact. Its appearance quickly seduced the sirri SeRad agents who are the first users for their actions of brilliance.



Built by stamping tantalum sheets, the **LM-35** takes over the plasma gun from its predecessor to maintain its firepower. It has a barrel, a handle and a sliding stick and can receive an assault vibroblade similar to that can also bring the Lasma. The double energy blister is located just in front of the trigger guard, like that of Lasma. The **LM-35** is equipped with two safety devices:

- A fire selector that provides a safety position, a shot-by-shot position and a firing position. This last mode allows more sustained shots without overheating the barrel. This unique technology makes the **LM-35** a formidable weapon for SeRad shock teams.
- A security placed at the back of the handle that prohibits shooting when it is not depressed so, for example, when the latter is not held. This security blocks the trigger which itself blocks the energy circuit of the laser chamber.

The **LM-35** laser-gunner presents a new weapon of war generation which, fortunately, is not yet used by the Dark Force troops. But bad stories are still resurfacing ...

Special vehicles

Assault Armored Tank

The **Karus AT-50** Armored Tank is the latest addition to the land combat vehicles used by the Empire's forces. The **AT-50** has come out of ICAST factories in recent years. The concept of this vehicle takes as much into account the essential characteristics of a combat engine as the psychological factor, because in addition to heavy artillery, the **Karus** was developed to scare the enemy, an unusual concept among imperial engineers. He is about to become the main assault vehicle for the land forces of the Millenian Empire. For the moment, it only equips the 4th Infantry Company installed on the Antarius penitentiary planet, which would be, according to the imperial strategists, a potential target of invasion if the of the Dark Force's armies penetrate the major system Orlesia. But more recently, the plans were secretly transferred to Sierra in order to form a battalion, in memory of the *Battle of Sierra*. The main weapon of the **Karus AT-50** is a Turbolaser TL-55B (like the escortship XC-5) mounted on a turret and with a great range of fire and a formidable firepower. At the front of the tank are six tubes containing TR-72 nucleic rockets and two Plexus-type grenade launchers, providing fast and penetrating bursts. On the turret is mounted a famous *Broninn* laser gun 2L55 hand-controlled. This revolutionary tank requires three crew members: a pilot drives the vehicle, a gunner takes care of the weapon's system, both under the officer leadership. The tank's ventral repulsors allow it to move more than one meter above the ground for a speed of 62 mph, making a real armored aircraft.

Once all his rockets and grenades are used, the **Karus** must return to board an Incom landing barge to be replenished. The two lateral silos – also containing the grenade launcher magazines – are then removed and replaced by new ones loaded

Assault Tank

Model: AT-50 "Karus"

Type: repulsorlift assault tank

Category: A

Length: 8 fitts

Mass (empty): 4,500 pods

Crew: 1 driver, 1 gunner, 1 tank leader

Cargo Capacity: 400 pods

Propulsion: 2 solar turbines B-50

Autonomy: [1D] centars

Speed: 44 mph [5/20]

Maneuverability: [-1]

Shields: [24]

Hull: [42]

TSF: [+4]

Weapons:

1 turbolaser TL-55

ACC: [12]

Damage: [6D]

Ranges: 1/2D: 1,000 fitts

MAX: 2,500 fitts

1 Broninn 2L55 laser gun

ACC: [6]

Damage: [5D]

Ranges: 1/2D: 450 fitts

MAX: 1,000 fitts

Sensors:

Detection: 6 notics

Attack: 1 notic

Cost: 96,000 ₮

with ammunition. This concept of "moduleship" is certainly expensive but extremely effective during a fight. The limited number of these machines on a battlefield has forced ICAST military engineers to tap into their genius recognized by all their peers. An Aquila type space barge is currently under study for the landing and support of the **AT-50**.

For its own defense, the **Karus AT-50** has a deflector shield and an almost impenetrable tantalum hull. Only nucleic weapons can



overcome them. By its main use, which is the frontal assault, the solar turbines and all

the vital systems of the craft are located at the rear, under the cabin, to ensure maximum protection. The crew is itself confined in a small cockpit and protected by a thick armor.

Due to its innovative design, the Imperial **Karus AT-50** is the first military craft not out of the conventional ICAST molds. However, according to the latest intelligence gathered by the 2IS, obscure troops of the Dark Force would already be going to be equipped with a new type of tank repeller capable of competing with the **AT-50** ...

Drop Pod

To land troops on the battlefield, the Imperial Fleet uses **X-23 Incom** barges. These devices can carry in one trip thirty squads of soldiers and up to ten tanks. However, they are few on board cruisers and each shuttle is a potential target.

Recently, the staff of the Imperial Troops reviewed its copies, especially by studying the blitz of Sierra, a prelude to the famous battle that cost the 5th Fleet. Commandos of elites of the Dark Force had been dropped thanks to individual pods, sorts of armored cocoons ejected from a sloop or a cruiser. These drop pods arrived in free fall and stopped at the last moment by powerful repulsorlift ejectors. Even if some commandos did not survive this hard landing (failure of repulsorlift), the principle was effective.

The engineers of the Forces designed, on the same principle, pods that could carry an assault platoon, or five infantrymen in full **THC-6** armor. The propulsion was improved by the addition of a solar turbine to control the trajectory, in order to choose an unobstructed landing area ... or in the middle of enemy troops!



Drop Pod

Model: CAB-04 Dropod
Type: repulsorlift drop pod
Height: 4,50 fitts
Mass (empty): 4,500 pods
Aboard Troops: 5 infantrymen
Propulsion: 1 solar turbin B-50
Autonomy: [1D] centons
Speed: 137 mph [30/60]
Maneuverability: [0]
Shields: [24]
Hull: [42]
TSF: [+2]
Sensors:
Anticollision: 1 notic
Cost: 96,000 ₮

The **CAB-04** dropod – one of the models of the Micronavs series (see the **LTM: Sourcebook**) – was thus developed and ninety units were recently manufactured on the lunar factories chains of the ICAST for the 1st Infantry Company. Given the modest size of a module, these units were easily installed aboard the cruisers and avisos of 1st Wing Transport Sulaco.

The **CAB-04** consists of five compartments – each containing a securely harnessed soldier – whose doors open like “bloom” after landing. Automatic harnesses disengage and soldiers can immediately jump from their module to melt on the enemy. The thick tantalum hull and energy shields effectively protect the descent of troops that lasts only a few minutes. These modules are then

retrievable by the **X-23** barges equipped with ventral magnetic grabs.

This principle having seduced Commander NoroTann, he immediately asked the design of similar modules to land Mariners aboard an atmospheric model of **SHA-6**. These modules would only carry three units to stay in the template of the basic modules. Given the current tensions, the experimentation of these new landing modules – as well as “terrestrial” **SHA-6** – has already begun.

For once, ironically, it was the Millenian Empire that stole an idea from the Dark Force. Once is not custom...

Air Superiority Infantry Transport

Despite the fact that the **CAB-05** is descended from the line of Micronavs (see the **LTM: Sourcebook**), it is before an air vehicle, the first of its kind to fly much higher than its counterparts to repulsorlift.

Designed and produced secretly by the Omega ICAST, on the Sierra moon, the **CAB-05** personal carrier is starting to be very successful in the omegon army. Its usefulness for travel should be very appreciated.

INFANTRY TRANSPORT

Model: CAB-05 Arcanum
Type: personal carrier aircraft
Category: A
Length: 17 fitts
Mass (empty): 13 kilopods
Crew: 2
Passengers: 3
Aboard Troops: 30 infantrymen
Propulsion: 2 solar turbins S-57
Autonomy: [1D] centars
Speed: 357mph [20/160]
Maneuverability: [-2]
Shields: [36]
Hull: [48]
TSF: [+6]
Weapons:
2 laser cannons TL-55 paired
ACC: [12]
Damage: [6D×2]
Ranges: 1/2D: 1,000 fitts
MAX: 2,500 fitts

2 turrets B-1G standalone
ACC: [6]
Damage: [5D] chacune
Ranges: 1/2D: 450 fitts
MAX: 1,000 fitts
Sensors:
Detection: 30 notics
Attack: 3 notic
Cost: 580,000 ₮

Its main function is to deploy and replicate troops quickly and efficiently. During these deployment operations, a full contingent of **CAB-05** will have the capacity to deploy nearly 900 infantrymen in one rotation. Given that it sails at an altitude of fifty meters above the battlefields and that he drops or retrieves troops in the battle core, the **CAB-05** must be equipped with weapons worthy of its effectiveness. It is equipped with impressive offensive and defensive weapons, making it much better armed than his land cousin, **Porter NG-8**. Its armament consists mainly of two powerful Turbolasers and two laser turrets for ground-to-ground protection.

As a vehicle, it is an integral part of the Troops and is piloted by a specialist soldier in the handling of aircraft, with additional training within the Academy of the Fleet.

The **CAB-05** – or *Arcanum* – can currently carry up to three squads of infantrymen, two armored command vehicles, three armored compact tanks or four repulsorlift sleds. It is intended to equip, for the moment, the 5th Infantry Company of the Andros garrison and it is planned to equip the other infantry companies before the end of the myriad.



X-29 project

In final answer to the Dark Force's **CR-117 Cobra**, the Imperial Fleet's staff was to create a starfighter of absolute space superiority. In the course of stellar 993-2, Commander NoroTann initiated a new project for Imperial Fight. The program was named VSU (*Ultimate Starfighter* in Andromon) and also aimed to counter a growing threat: secret bases of the Dark Force (see section **Dark Force**).

During a standard year, different prototypes were studied in the secret research departments of ICAST. It was the team of mentor engineer SamiShepann who won the kettledrum with his superior interstellar fighter (VIM). His studies are based on the original drawings of the **TD-25 Tempest** starfighter currently in service and whose effectiveness is already proven. The SamiShepann prototype, designated “X-29”, is actually made up of two fuselages of **TD-25** twinned by a central cabin. If this new fighter has received the “interstellar” class is that it is equipped with three ionic plasma hyperdrive reactors. This one-of-a-kind propulsion on a low tonnage spacecraft allows much greater maneuverability than any existing fighter. And, above all, it allows a simple starfighter, for the first time in the history of the Imperial Fleet, to cross the hyperspace bar. And finally, weapons of this prototype have not

INTERSTELLAR FIGHTER

PROVISIONAL STATISTICS

Model: VS-29 Hypercor

Type: space superiority starfighter

Category: A

Length: 12 fitts

Mass (empty): 10,200 pods

Crew: 1

Cargo Capacity: 220 pods

Propulsion: 3 cyclotrons HK-09SP

Autonomy: [2D] centons

Atmosphere: 2,9 sonics [170/1,000]

Space: 1 celerity [ATTACK]

Maneuverability: [+3]

Shields: [30]

Hull: [48]

TSF: [+5]

Weapons:

4 Turbolasers LB-57 paired

ACC: [12]

Damage: [5D×4]

Range: 1,000 fitts [SHORT]

2 antfighter missiles MAC-10

ACC: [automatic]

RoF: 2

Damage: [3D×3] chacun

Range: 3,000 fitts [AVERAGE]

Sensors:

Detection: 900 notics

Attack : 3 notics

been neglected with its four Turbolasers and two multi-purpose nucleic missiles capable of targeting both a fighter in space and an infrastructure on planet ground.

This high-tech jewel is currently being tested in a secret workshop on the Barthelima moon under the name “X-29”.

Special Units

The Millenian Empire has several civilian and military institutions for the execution of certain particular tasks. The Imperial Mercenaries and Mariners are part of these so-called “special” units.

Mariners

The Mariners corps is currently the elite of the Imperial Troops. Trained in the assault of warships, these space soldiers perform the tasks entrusted to them with efficiency and speed. They operate within the various star cruisers of the Imperial Fleet.

Mariners are overtrained and highly motivated. They ignore fear. These assault soldiers are fully dedicated to the cause of the Millenian Empire and are ready to give their lives for their ideals. Their attitude, however, is not suicidal, because they are fully aware that a stupid death would be tantamount to betraying the confidence that the



Millenian Empire brings to them. An Imperial Mariner knows that once dead, he will have no use, but he will never hesitate to sacrifice himself if it can serve the major interests of the Millenian Empire.

The Mariners obey only the orders of their superiors and the Emperor gives them all his trust; as to his imperial guards.

The **SHA-6** assault suits (see the **LTM: Sourcebook**), the white metal color of these space soldiers sometimes inspire terror to all those who have to face them. The Mariners' corps, and in particular the 1st Sulaco Company, constitute the mainstay of the fleet's defensive strategy. Without these Mariners legions, the Fleet could not contain a possible sudden Dark Force offensive on the territory of the Millenian Empire.

Deployment

The Imperial Mariners are essentially space commandos whose main mission is to aboard enemy ships. They are found on board Comodor-class and Nautilator-class star cruisers. They operate only on board Gama-class assault shuttles.

Unlike the standard units of the Imperial Troops, which are used for various tasks (protection, ground-to-ground attack, etc.), Mariners' companies operate only in the sidereal space and aboard the war ships they have scuttled. Driven by the onslaught of buildings and the hostile environment of space void, they are particularly good for sporadic attacks with surgical precision.

The Mariners are the best assault units available to the Imperial Troops. Since these commandos are exceptionally talented when it comes to neutralizing an enemy cruiser, they are often tasked with destabilizing a combat flotilla during a space battle.

A Mariners detachment normally withdraws once it has neutralized an enemy cruiser, but this is not always the case. It sometimes stays in place when it operates in sensitive space areas – near an imperial planet, among others.

The Mariners are mainly transported aboard **GXM-500 Gama** assault shuttles towards enemy warships or major space facilities taken by the Dark Force. Every

Nautilator-class cruiser carries an entire company of combat-ready Mariners, as 960 commandos.

Before investing a ship heavily damaged by lasers of the assault shuttle, the Mariners use Lasma integrated into their spacesuits to cut an airlock in its hull. They then move quickly in weightlessness, sowing death around them as they progress through the depressed corridors.

Despite their undisputed effectiveness, Mariners are not employed in the safety of the warship that transport them. It is in fact units of standard imperial soldiers who are responsible for the internal protection of the cruisers.

ESE 5.1 “Daemons of Fire”

The *Daemon of Fire* Special Escort Squadron is the most famous and respected of the 5th Fleet's mercenary formations. It is sometimes called the “flames of the Empire” in reference to the yellow-orange color of the nose of their escortships **F-14 Falcor**, a singular decoration.

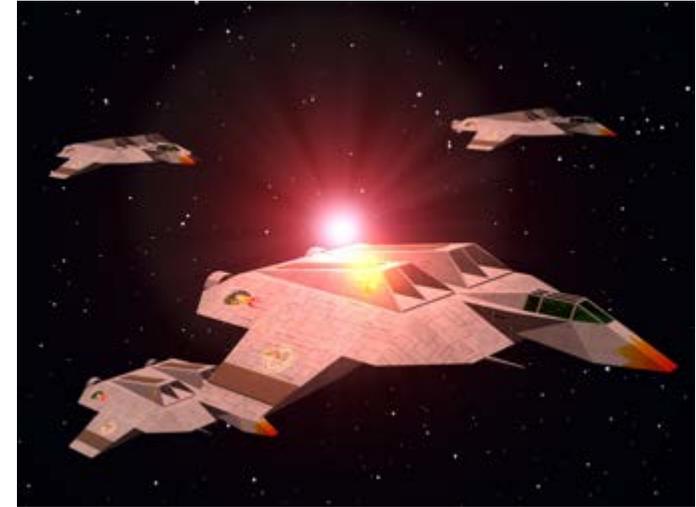
The 5th Omega Fleet – led by flag-cruiser *Vendicator* – is based on the Sierra government's planet. This imperial combat flotilla recently suffered a stinging defeat against the first attack on Prince Hillerr's armada during the infamous *Battle of Sierra* (see the **LTM: Sourcebook**). Today, there are only a few squadrons of spacecraft and only the Comodor-class flagship survived the carnage. However, because of his bravery, the *Daemons of Fire* squadron totally escaped and his aircraft suffered only minor damage. In fact, his award has recently earned his new squadron leader, TeneSua, the Wing Commander promotion.

Squadron history

The creation of 5th Special Escort Squadron dates back to the time when the Millenian Empire prospered and began the colonization of system Omega. This escort and assault formation was then placed under the orders of the brave

GozeHarabama, a mentor Mercenary, the first of its kind. It was she who ordered the radical changes in tactics, deployment and priority, which are behind the reputation of her fetish squadron, which she called *Demons of Fire* herself. We do not know where this idea comes from.

Unhappily accepted by the Mercenaries of the 5th SES, these changes nevertheless proved their effectiveness some sixty stellars later, against Spacejackers! Under the command of Squadron Leader TomaxBrenn, the *Daemons of Fire* acquired maturity and glory in the Millenian Empire. More recently, the new breakthrough tactic “Goze” (a tribute to the now-retired Mercenary) used during the *Battle of Sierra*, proved very useful and brought the Fleet Medal to its designer, the brave TomaxBrenn. Currently, the latter happens to be the chief of the Mercenaries staff, within the 1st SEW of Barthelima.



Since this squadron existed, the 5th Fleet has never had more effective escortships for the protection of its cruisers and of its front line defense. Although he owes most of his success to the genius of his successive squadron leaders, the *Daemons of Fire* unit is now considered within the Imperial Fleet as the ideal shock group for front-line facing the armada of the Dark Force's defense. But this squadron is not only remarkable for its unique combat tactics and performances, it is also distinguished by loyalty to the Millenian Empire and the Millenium Order that characterizes the Mercenaries under the TeneSua command. The “Flames of the

Empire” are indeed much more attached to the dogmas of the Millenian Empire than most of their peers.

The pilots of the squadron must also submit to a very strict discipline. The success of the assault missions depends very much on the perfect synchronization of the maneuvers and the interpretation of the orders received in real time. Operating in unorthodox but precise tactical patterns at any time in space gives these seasoned fighters an invaluable reaction power. It was also during an unexpected “Goze” breakthrough that the Mercenary TomaxBrenn’s men avoided the eradication of their unity ...

The *Daemons of Fire* squadron is made up of two squadrons of **F-14 Falcor** escortships with interception and reconnaissance missions. At the end of fifty missions, the Astropilots exchange their place with their co-pilot so that the crews keep a perfect and operational autonomy within their combat formation. The squadron comprises a total of twelve navigant Mercenaries of which four are in spare. Because of their technical skills, squadron members rarely need astroteks, except in the case of repairs in dry dock, in a specialized workshop.

Like all the Imperial Fleet's Escort Squadrons, the *Daemons of Fire* are trained primarily to escort cruisers and their sloops. But during a battle, this squadron is able to deploy quickly to cover a space sector to slow down an enemy offensive. Moreover, the *Daemons of Fire* have become experts in space mining. Indeed, the Falcor of SES 5.1 are the only devices equipped with the famous *Arakyd* magnetic mechanical launchers, on which they were tested and which are now equipped **XC-5 Contumax**. When the Defensive Deployment Order is launched, the four flamboyant escorts are formed into “Vesuv” formations. This front line then explodes in different pre-calculated directions by dropping the mines. This operation is carried out three times in order to drop all the magnetic mines. The space sector thus mined completely blocks the passage to the enemy wave.

TeSer “Omega-9”

The Omega 2IS **Termination Service** is made up of professional assassins and former infantry commandos who have completed an internship within the Troops Academy. These shadow throat cutters are fully autonomous killing machines. After various bloody attacks perpetrated by the Dark Force against civilian and military targets, the Andros **Security Committee** decided to recast this section. RaSer omegon officers were trained in the Militia on criminal law and investigative matters. Today it is a secret anti-terrorist search and intervention brigade.

Since the mentor officer AraMakinn arriving, the last head of RaSer, a team spirit has settled, and a troubled agent is often assisted by one or more comrades. Major KasuNiga, the number two RaSer and chief of operations, holds this mindset. However, because of her pride and self-esteem, she does not like being turned down and prefers to act alone. When she asks for reinforcements – and this is rare – it is not to either jeopardize the mission, nor even the section integrity.

Cyborg Team

The other particularity of Omega's RaSer – which earned it the call sign “Omega-9” – are the physical conditions of its agents. All are veterans and fighters who have spent years on the ground tracking down and fighting the enemy, often in the shadows. All of these officers sustained serious or even fatal injuries. Most have stayed at least once in a Biophotonizer (see the **LTM: The Guide**). But in the case of the talented KasuNiga, the head of the section, the Biophotonizer has mainly served to keep it alive artificially. Trapped in an attack in the heart of the 2IS, this native of the Andros slums found herself in the explosion of a laboratory. Her four limbs burned in the heat radiation of the nucleic charge and part of her body crushed by a mysterious enemy assault suit. All her epidermis had been reconstituted in the Biophotonizer; but not her calcined limbs. Thanks to Imperial cybernetics, all the natural parts of Major KasuNiga's body are covered with photoflesh. Its two arms from the shoulders are prostheses made of optical cables, magnetic workings, a tantalum skeleton and a polymer shell covered with a film of

polymerized silicate. The prosthesis of the legs are nested directly in the pelvis and are of the same composition. All the servomotors that animate these artificial limbs are powerful and increase the strength of KasuNiga. The latter had to follow a particular training to know how to control her prosthesis so as not to crush the hand of a friend, while being able to repel the attack of an opponent by ejecting it to a dozen fitts. An expert in martial arts and other forms of combat with all the weapons existing in the Millenian Empire, the second in command of RaSer has become a complete warrior and a powerful opponent.

At the cutting edge of technology

But all this cybernetic technology has a price, and the Sierra government could not help it. For this, the Andros 2IS have integrated the RCA within its own organization and uses the loot of various missions of dismantling clandestine financial networks, as well as donations from various patrons, sometimes unsavory. The researchers, engineers and technicians of the cybernetic agency are the best paid of the Millenian Empire and they have advanced equipment. The 2IS Technology Department also benefits from the RCA research to enhance the armament of RaSer agents. Thus, all members of this very special section have sophisticated weapons and little – nay any – used in the Orlesia system, such as the **LM-35 Scorpio** (see previous chapter). The prosthesis of some RaSer agents even have integrated weapons that they can control by simple nerve impulses.



Recruitment in the Forces

After the massive desertion of the Omega forces' units in the Sixty Stellers, an unspecified number of Fleet crews passed to the enemy. That was the birth of Spacejackers. This kind of thing had to stop as soon as possible. Staffs could no longer give Dark Force supporters the opportunity to infiltrate troops to undermine their morale.

At the same time, the imperial forces – against all odds – suffered heavy casualties during the *Battle of Sierra*. The Omega forces had therefore to quickly recruit new soldiers.

It was the new Forces' Commander – General NoroTann – who personally made sure that the procedures for engaging and training the services under his authority always scrupulously comply with the guidelines detailed below.

Prospecting

Whatever their assignments, all new recruits must be absolutely loyal to the Millenian Empire. In the light of recent desertions, it is clear that it is no longer possible to rely on soldiers or officers who do not demonstrate exemplary dedication.

Recruitment brigades are sent to planets populated mostly by humans. Most of the officers are from the major system's planets.

The commitment to the Empire's forces is presented as an opportunity for potential young recruits to flourish fully within the imperial forces. The focus is on the benefits of military life: travel, adventures, learning useful skills, opportunities for advancement and leadership, and the respect that is usually shown to the servants of the Millenian Empire.

Filtering

Candidates are subjected to a severe selection. A decline in the quality of troops can not be justified by a pressing need for new recruits. These must meet certain conditions: good physical fitness, braveness, intelligence (a quality that is not indispensable for soldiers assigned to certain infantry regiments) and loyalty.

This filtering continues to be carried out by the Selection Officers in the Recruitment Offices of the various army corps. The past, the school records and the privacy of the candidates are scrutinized. In particular, the Selection Officers ensure that they establish the reasons for their commitment and ask them if they wish to become officers.

Recruitment staff are particularly interested in whether candidates have had connections with Dark Force officers, or simple supporters, or parents who are sympathetic to the Obscure Powers. All applicants who do not meet the basic conditions are rejected. Those who are suspected of being spies are stolen and the 2IS are alerted immediately for a spinning investigation. It is the SuSer who takes care of this mission, of course.

After being screened, candidates (including suspects) are then sent to training centers where they undergo further medical examinations and their intellectual abilities are tested. Their retinal footprints are then compared to those in the possession of the Forces.

Assignment Policy

The preliminary phases allow knowing which services and which weapons the candidates would like to be affected. Their personal choices are, as far as possible,

respected. However, if the results of the selection tests show that they are better suited to other positions, they are taken into account. Of course, recruits can not leave the Forces until their contracts expire, however, it has been proven that dissatisfaction with inappropriate posting can have disastrous effects on morale.

The less intelligent recruits are naturally tempted by the glorious halo surrounding the infantry divisions. It is therefore perfectly logical to make infantrymen.

Indoctrination

Even if the recruits make, from the beginning, proof of a great loyalty, their classes are put to profit in order to reinforce still their convictions. Emphasis is placed on the anarchistic nature of the values advocated by the Dark Force and the fact that the servants of evil threaten law and order. The Millenian Empire is the only galactic power that works to impose peace and stability. The imperial armies are engaged in a noble crusade against the forces of Darkness and each of their soldiers must be fully aware of it. By the end of their classes, everyone should be ready to die for the Millenian Empire.

Imperial Troops

The Troops corps is gigantic. It is the largest armed force of the Millenian Empire. Their soldiers defend law and order on the federated worlds. They protect the imperial peoples against the aggressions of the Dark Force.

Whatever the assignment among the Imperial Troops, the recruit must serve his best the various intelligent species that make up the imperiums. They are the standard-bearers of the millenian laws. They must be proud to serve the Emperor and work for the security of the Millenian Empire.

Classes

When an imperial citizen engages in the Troops, he is obliged to submit to certain constraints. He sometimes has trouble sharing his room with six or seven other friends of the same gender. In the same way, it is sometimes difficult at first to obey orders. Not to mention the exercises for which he may quickly feel a deep aversion.

The maintenance of his equipment and weapons may also seem like a useless chore. What time will it take for him to clean up his Lasma! Anyway, he will realize one day when the other all the usefulness of the discipline to which he must be compelled right now.

Never forget that everything the Troops Academy teaches him during his classes has a reason. Exercises form the esprit de corps and train it to act promptly and efficiently when necessary. The future soldier will see that when he is on active service, he will not regret the time he has spent maintaining his equipment.

The fitness of a young hired person is considerably improved. Hours of intensive training develop strength and strength. He goes on long walks to get used to the rigors of military life. Despite his fatigue, he is then in top form: ready to face all the dangers of the galaxy.

The Imperial Troops must be the best military component, because each of its soldiers is perfectly trained for the various tasks that it can be brought to accomplish. No badly trained troops are sent to battle; this is as expensive as their own lives. Dead soldiers are of no use. That is why time has passed to teach future soldiers how to use his Lasma and all the resources that are in him.

The Imperial Troops organization is also explained, as well as the place that the future soldier occupies within. Life can sometimes be very difficult when your unit is sent on a mission away from your base. The young soldier is trained in all eventualities. The recruit is prepared for the types of environment that she will meet most often. Basic regiments are usually sent on standard worlds with a wide variety of reliefs. Future soldiers are thus trained to survive in the jungle, desert, swamps, arctic regions and forests, and to operate on planets subject to different gravities.

There are many specialized units in the Imperial Troops. These units are trained to act in specific environments. Be that as it may, all soldiers are familiar with the particular conditions that reign on all of planets surface of the Millenian Empire.

Even though the Imperial Fleet is in charge of transporting the troops and supporting them during assaults with its starfighters, escortships and the mighty Turbolasers of its cruisers. However, we must never forget that it is the troops of the Empire who win the battles.

The Totahinn Academy

The Totahinn Military Academy has the reputation of being the best officer school of the Troops. It only takes a year to make a hopeful young student one of the accomplished officers the regiments need so much. Its intensive training program is particularly challenging because it aims to train officers who can command effectively even in the most precarious situations.

In this academy, young officers are subjected to rigorous psychological tests designed to test their courage and harden them. Their loyalty is also put to the test in order to be certain that they will always place the Millenian Empire before their personal security. Teachers, however, are careful to balance their dedication and instinct of self-preservation, as these officers must be able to know when to fight to the end and when to surrender ... in the hope of being able to serve the Emperor one day.

The training program is extremely hard and includes dreadful physical and military exercises. The Imperial Troops' officers must indeed earn the respect of their soldiers by their ability to survive on the battlefield. There is no place in the ranks for the veiled who hope that the military life will allow them to lead a quiet life.

Survival is an art that every good officer must dominate, just as he must also be able to withstand interrogations. All students spend at least a week in interrogation centers that simulate the treatment they would receive if they ever fell into the enemy's hands. Those who resist this stage come out with a considerably increased strength of character and a salutary hatred of the Dark Force.

It is also very important that an officer can command his soldiers through the most difficult situations. The students of the Totahinn Academy therefore learn both methods that can command: fear and respect. They are trained to severely punish disobedience. But although strict discipline and fear of superiors are essential to the proper functioning of an army, officers also learn to command by inspiring respect to their soldiers.

Officers coming out of Totahinn Academy are strong, confident, competent and loyal. They are able to play a big role in the fight currently being waged by the Millenian Empire to maintain order and peace in these troubled times.

Imperial Fleet

At the time of the “centuries of light”, the Fleet was a pacifying force with a purely defensive role. Today, NotoRiuss uses it to defend the interests of the Millenian Empire. When the Forces must intervene somewhere in the Third Quadrant of the galaxy, the Fleet plays a vital role in taking charge of the transport of its troops and supporting its ground operations. The fact that she has control of space allows the Millenian Empire to preserve the integrity of its imperium amputated by the advent of the Dark Force. With its powerful cruisers and stellar starfighter pilots, the Fleet best symbolizes the formidable military power that is at the service of the millenian laws.

The Imperial Fleet is very proud of its prerogatives, which is not to please everyone. His haughty attitude is particularly at the origin of the strong rivalry that opposes the Troops. Most members of the Fleet consider that other soldiers perform an uninteresting job that requires more muscle than brains. For them, the strategic and tactical problems posed by land operations can be solved by using very simple recipes, since they involve only two dimensions.

In the heat of battle, Troop units are rarely able to co-ordinate their actions for long, as their survival often depends on the individual initiatives of their officers. Anyway, a soldier always knows – even in the worst situations – that he is much more likely to be hurt than killed. Conversely, the crew of the Fleet know that if things go

wrong, they have all the chances of perishing with all the comrades of their section ... when it is not their war building all whole which is annihilated. Space void is a very real threat during the fighting; in space corpses are generally much more numerous than the wounded. This is why, even in the most difficult circumstances, seafarers always remain welded to each other. Indeed, to carry out a mission, it is essential that the crew of a combat spacecraft behave like a real autonomous entity and the Fleet therefore ensures that there is never any friction between its members. Any soldier is able to “trudge” and fire with an assault rifle, but it requires much more intelligence, discipline and training effectively on board a warship. Even the strategies and tactics used for space combat are much more difficult to implement than their terrestrial counterparts. The fleet operates in a three-dimensional environment and often has to take into account dozens – if not hundreds – of complex factors.

Engage in the Imperial Fleet

For its recruits, the Fleet does not have the same requirements as the Troops. It is mainly looking for soldiers who already have a qualification and a turn of mind corresponding to her ideals. Many cadets come from Troop Military Schools, where the best members of the Millenian Empire are trained for a career in the armed forces. High-level recruits, who already have a pilot's license, are particularly popular because the squadrons of starfighters lack Astropilots.

”... In these times of revolts and various troubles, many of you can expect to be assigned to warships or space bases to assist these spaceships. Nevertheless, some will be sent to other planets to take care of equipment depots, research stations, etc. I can not hide from you that most of these missions may seem boring and uninteresting to those who would like to demonstrate their ability to serve the Millenian Empire. I can only advise them to take their trouble as assignments are reconsidered twice by stellar. If the need arises, and if your service is honorable, you can quickly be transferred to more interesting positions. Similarly, after two field stellars, all fighters are assigned to more peaceful tasks to allow fresh troops to take their place. In any case, this is the way things should always happen.”

Excerpt from Admiral AdaMann's speech at a graduation ceremony at Montesly Training Camp.

The new recruits are trained in decentralized “fleet camps” located on all of imperial planets. After their classes, they are sent to the Fleet Academy to take advanced courses to acquire the technical knowledge necessary for the positions to which they will be assigned.

Officer cadets may be new inexperienced recruits as well as seasoned soldiers who have been recommended by their superiors. All these “crew cadets” are also trained within the IFA in its various universities that can be found on all federated planets.

The Flotte Universities are imperial institutions built on the same mold as that of IFA based on Barthelima, all of which provide identical teaching. It takes a standard year to train an officer. During this period, students are not only indoctrinated, they also receive specialized technical training and conduct training flights. When they leave school, crew cadets are elevated to the rank of Astropilot and it is not uncommon for them to pursue further studies.

Officer candidates who successfully complete their aptitude tests may be sent to Montesly IFA. This requires the approval of their HQ head after their previous life has been thoroughly investigated. If all goes well, they then receive the grade of Cadets and board the first shipment bound for the Montesly Academy.

The Imperial Fleet Academy

Montesly IFA, on Barthelima, provides a first-class education. It is distinguished by its rigor and training methods of extreme efficiency. His goal is to teach his students loyalty, discipline and esprit de corps. The largest flight commanders and fighter pilots of the Fleet passed through the IFA. Its diploma is practically indispensable when one wishes to rise to the last levels of the military hierarchy.

Fight School

Most young cadets have only one dream: to become a fighter pilot. This is the most dangerous, demanding and prestigious job the Imperial Fleet can offer. Only the best of each class (2 %) are admitted to the Fight School. The other officers can

only hope – if their grades are good enough – to be able to specialize in related disciplines: transport pilot, Astronavs, gunner, Astrotek, etc. Because of the rigorous selection made at the entrance of the IFA and the quality of education that the latter provides, a third of the officers from this institution are admitted to the Fight School. During their training, future Astropilots must perform training flights in real combat conditions. These flights help educate students to the realities of space battles. The incapacitated are quickly eliminated and the others have the opportunity to learn things that no peaceful training could teach them. When a student receives his fighter pilot certificate, he already has a solid experience. He may immediately be transferred to his assignment wing.

FIRST ACTION

"The cockpit tightens me as tightly as the suit I wear. Without thinking, I slide my hands into the control sleeves, while the automatic harness strap me firmly to my anatomical seat whose coating perfectly fits my back. Suddenly the canopy closes slamming and I find myself alone in the cockpit of my Venom. I mechanically check my intercom, because my mind is already elsewhere ... far away, where the fighting has already begun. Only my fingers tense on the digital control keys betray my excitement. I breathe deeply and try to relax them so as not to unnecessarily bully my spacecraft.

I am not an accomplished fighter pilot. Not yet. There is only one way to gain experience: you have to perform training missions in real combat conditions. It is the first time that I participate in a mission of this type. My squadron is moving away from the *Torpedo* cruiser as if it were an ordinary training flight. But this time, things are different. I see starfighters circling around the planet. Lasers flashes and dazzling explosions dot my path with various debris. I no longer have time to go on standby as my instructor had originally planned. The situation demands that I immediately take action. My squadron is already sinking into the chaos of battle.

I make a roll to stay behind my squadron leader, then I slide on the right to take a Cobra under the fire of my turbolasers. I shoot and miss my target. The black starfighter tries to flee by launching into a spin. I follow him. The third salvo is the good one. I smile slightly as I dodge the debris from the enemy spacecraft.

Suddenly, the skirmish ends as abruptly as it began. The last starfighters of the Dark Force flee towards a huge dark destroyer to find refuge. I do not have orders to prosecute them, not this time anyway. When I turn around to return to the *Torpedo*, I strive again to clear my fingers. There is no reason to be nervous now.

My first combat training mission is over.

I survived.

Ensign DaniBurr, squadron 4.5 "Space Corsairs"

Military Infrastructures

Emperor NotoRiuss's iron fist currently spans five known Third Quadrant planets to prevent further Dark Force attacks.

For this purpose, the Empire's forces have two types of land structures: the space bases and the imperial garrisons.

Space Bases

In addition to its spacecraft, the Imperial Fleet maintains dozens of facilities throughout the Millenian Empire to accommodate all its space park (except its sloops and cruisers that are maintained at orbital and lunar shipyards).

An example of a typical installation is the Centralis Fleet Space Base, on the governmental planet Barthelima, which is the most important terrestrial infrastructure of the Fleet. The other bases of second category and less are rather small, because they are intended to accommodate only the operational units and the necessary personnel.

The space bases of the Millenian Empire differ very little from each other in any planetary environment, and the resources and missions to be accomplished are, in fact, almost the same. Settlement sites, plans and construction techniques follow standard schemes defined by the engineers of the Fleet Staff. However, they may have to comply with geographical conditions, such as the space bases on Carrius,

which, located in the desert, are directly placed on Betonit slabs deeply anchored in the sand to ensure the stability of infrastructure.

Each space base is actually a subquarter of the Fleet, led by a Officer Comodor III. All the imperial megacities of more than a million inhabitants have a more or less important spatial base. The most important is of course that of Centralis because it is home to the entire 1st Fleet with its spaceships (except cruisers and sloops) and its operational and support staff.

Platforms

All spatial bases are built on the same principle regardless of their size. Starting with the platforms that are infrastructures welcoming the combat ships. They include the octagonal spacecraft (four tracks) and the armored hangars housing the operational units stationed on the base (vessels and personnel) which are usually located at the edge of the space. These platforms generally host a full combat squadron, between eighteen and seventy-two spacecrafts, including equipment and personnel. This can bring a workforce of three thousand people. Despite the imposing size of platforms, such as Centralis, they do not allow the landing of cruisers and avisos because they are virtually unable to fly at low altitude.

The operational platforms of the space bases only have first-level repair sheds for simple intervention maintenance. For major repairs (2nd level) or periodic revisions, the main technical relays as well as orbital and lunar sites of the Millenian Empire are provided for this purpose (see the [LTM: Sourcebook](#)).

Command Post

Each base has a command post where officers are gathered around the Base Commander, an Officer Comodor III. This center is composed of the Command Cell with the Base Commander and his second; the Security Cell with 2IS officers and militia in charge of intelligence and infrastructure protection; the Support Unit, which is headed by a Officer Comodor II responsible for the logistics and management of the personnel of the base; and lastly, the Operations Cell, where all the squadron commanders are in charge of the stationed units.

Technical area

This area is full of warehouses and specialized workshops constituting the arsenal of the base. It contains ammunition, weapons, spare parts and all ingredients allowing the whole installation to work. The technical zone is generally juxtaposed with the main enclosure of the space base.

Area Life

All the base personnel must have a lifestyle and a logistical support allowing it a total autonomy. It is the Hotels and Restaurants Cell that manages all the military and civilian staff with its dormitory cities, campuses, dining halls, rest rooms, automated kitchens, shopping center and medical service. All the offices are managed by qualified civilians who are perfectly integrated in the base and the military life.

Rampart and outer defense

The outer perimeter of a space base is delimited by a laser fence measuring ten meters high. One portal gives access to the military zone. It is also made up of pure energy. This force field is disabled by an automatic card reading system. Each personnel assigned to the base has on their Memocard a special code which, changing every day (cyclophase), allows its identification and thus disable the energy portal on arrival. The huge laser beams that constitute this fence are able to start the body of an armored in a single pass. This same type of fence, but less important, surrounds the operational platform and the arsenal, thus protecting equipment and personnel. These different places are in fact the nerve centers of the space base. The laser fences are composed of Betonit relay towers and automatic watchtowers filled with sensors and sensors of all kinds. In addition, in the event of an alert, dog teams (soldiers with combat Nicks) or androids (soldiers with a class Δ droid) patrol along this fence to identify and neutralize potential intruders.

Beyond the laser fences surrounding the space base, are DCS units constituting the defensive arsenal. All these automatic turrets-lasers are interconnected and all converge to the ATETS (see chapter **Special Weapons Forces**) from where they are

controlled. All this arsenal thus protects the space base from any air attack when the interception forces have failed.

Centralis Fleet Space Base

The Centralis FSB-900 is the most important of the space bases of the Imperial Fleet. It alone hosts the entire 1st Fleet, a full battle flotilla (except cruisers and sloops). This represents more than 300 vessels and in 3,000 people, civilian and military combined.

This immense infrastructure covers a surface equal to a whole peripheral district of the capital Centralis (see the **LTM: Sourcebook**). The operational platform covers approximately fifteen square kilometers with, on its periphery, the four huge hangars of the different combat and support squadrons stationed on the base.



Fight Wing

These compartmentalized hangars house the six squadrons of 1st Fight Wing, including the famous *Star Hawks* composed of twelve new **TD-25N Alax**

starfighters. In fact, the **TD-25 Tempest** that once equipped this combat unit was sent to the Totahinn 2rd Fight Wing on the BS-810.

Special Escort Wing

A little away from other units, a huge, impenetrable armored shed is home to the famous **XC-5II Ultor** escortships from 1st Special Escort Wing who are also just out of ICAST factories. And as for the fighter squadron, the **Contumax XC-5S**, which provided with the 1st Squadron *Luminous Stars*, have gone on to reinforce the ranks of the 2nd Special Escort Squadron of Totahinn and Mogadann.

Centralis 1st SES is made up of three squadrons of four escortships, including the famous *Scimitar* Squadron, whose leader is the no less famous TomaxBrenn (see the chapter **Imperial Characters** at the end of this document). This hero has surrendered the Spacejacker leader, KalaGuerr (see the section **Dark Force**), there are more than five stellars. Moreover, all the crews of this squadron are considered the best astropilots of the Caste of Mercenaries, some of whom are considered as “black

CENTRALIS FSB-900 STAFF

This staff does not take into account personnel on cruisers and those on leave but assigned to the base.

PERSONAL

Fighter Astropilot	72
Mercenaries	24
Transport crew	130
Vehicles crew	100
Astrotechnicians	300
Air traffic controllers	30
Sensor Technicians	100
Armament Technicians	300
2IS agents	50
Security Troops	200
Perimeter Defense Troops	300
Staff management (officers)	300
Auxiliary staff	300
Support staff	500
Medical staff	300
Total	3 000

VESSELS

Starfighters TD-25N Alax	12
Starfighters TD-25 Tempest	60
Escortships XC-5II Ultor	4
Escortships XC-5 Contumax	8
Liaison Shuttles	10
Space Barges	15
Misc vehicles	100
Total	209

sheeps”. The leader of this squadron can be proud of his bloodhounds, most of whom, with the brave TomaxBrenn, were part of the 5th SES *Daemons of Fire* at the *Battle of Sierra*.

Transport Wing

Only 1st Transport Wing's warning aircrew, as well as the famous Mariners, are in fact present on the Centralis BSF-900. They are assigned to the *Sulaco* and *Rigidus* cruisers, respectively Nautilator and Comodor class. The armored shed is also home to the **X-23 Incom** intercity shuttles and barges, as well as the **CAB-04** landing barges. The Radius-type shuttle are used for the alert rotation and operational personnel who reside aboard the cruisers, patrolling somewhere in the star sector of the planet Barthelima.

Support Wing

Most of the technical and medical shuttles at 1st Support Wing are stationed in the armored shed. The technicians and scouts, as well as the Class B Betadroid that make up the alert teams, are housed in hangars next to the main hangar. The Survival Squadron 1.1 *Allia Benedicta* and the Rescue Squadron 1.2 *Stella Celera* constitute this squadron which represents the pillar indispensable to the perfect operational autonomy of the 1st Fleet of Barthelima.

Headquarters

What sets the base of Centralis apart from the other space platforms of the Millenian Empire is that it HQ buildings of the Imperial Fleet headed by Admiral II MorpheHuss, chief of this army branch. He is surrounded by the headquarters chiefs who are the fleet commanders. It is therefore understandable that the BSF-900 command post has an unconventional protection device.

Garrisons

The iron fist of the Millenian Empire thus extends over five planets, because the Imperial Fleet can go wherever its power is needed. But it is the garrisons of the Troops that implement, day by day, the wishes of the Emperor NotoRiuss. These installations inspire the presence and the respect to those who contemplate them. Built using solid materials such as Betonit and Tantalium, they are built on platforms deeply anchored in the ground and equipped with anti-seismic systems.

A garrison performs multiple military duties related to the missions assigned to all units of the Imperial Troops. Like the space bases, they are above all permanent symbols of the benevolent power of the Millenian Empire. Whatever their functions, the garrisons remain essentially military infrastructures charged with maintaining order and protecting the imperial planets against the Dark Force and its allies.



The garrisons are generally used to house all troops and armored land forces of the Millenian Empire who are then assigned to various permanent missions: repel the seditious uprisings, apply martial law in case of warning, discourage the activities

of the Dark Force and support local governments, thus ensuring the protection of industrial sites, energy sources, major civil airports and important imperial cities.

Command Post

The immense infrastructure which constitutes the epicenter of a garrison shelters the installation headquarters and the different Troops Subquarters. The Command Post is actually at the top of this fortress and houses the garrison Commander and his auxiliary Superior Officer. The Majors I commanding officers of companies are distributed in the four other buildings of betonit, with their officers of the respective troops. The 2IS headquarters are partly buried under the central CP.

Administrative buildings

All Logistics Support activity's corps of the garrison are divided into four large buildings set around the CP. It includes the Accommodation and Restaurant Services with rooms for officers and the main dining hall, administrative and management services, the shopping center and various recreation areas.

Brigades

Alongside the internal enclosure that includes the CP and the administrative buildings, are located the four brigades representing the Troops' battalions. These immense buildings of Betonit whose infrastructure is similar to that of the CP, shelter all the military and technical personnel, as well as the vehicles and the tanks assigned to their respective regiments. These four small fortresses are the only entrances to the garrison. These constructions also include the maintenance workshops, the dormitories of the troops, the refectories and the sheds sheltering the vehicles. Each brigade has its own arsenal in protected depots and integrated into the infrastructure. The top of each brigade houses the battalion headquarters with the company Commander and his officers.

Rampart and Outer Defense

The external perimeter of a garrison is delimited, like the space bases, by a laser fence. The four gates that provide access to garrison brigades are of the same type as those installed at the main entrance of a base. In addition to the patrols conducted along the energy fence, a minefield surrounds the outer perimeter of the garrison.

In addition to an anti-spacecraft defense similar to that affording the space bases, a garrison has additional protection for each of its buildings. Indeed, each infrastructure is covered with an anti-laser energy shield, as well as reinforcements in Tantalium against the nucleic explosions. The CP fortress and brigades are in fact lined with an armor shell whose walls are up to ten meters thick.

Centralis Troop Garrison

The Centralis Imperial Troop Garrison ITG-900 is the most important military enclosure of the Troops. This huge fortress can accommodate more than seven thousand soldiers and shelter nearly five hundred vehicles and armored. Infantry troops are the largest group in the garrison with its two entire companies, 2,400 soldiers and two hundred and forty armored vehicles. This brigade is led by an Officer Major II who is assisted in his task by the two Company Commanders. An 2IS antenna is assigned to the garrison, whose mentor represents the deputy superior officer to the garrison commander. This agency is all the more important as it also ensures the security of the staff of the garrison where sits Officer General II HoruSann, commander of the Imperial Troops.

The logistical support staff is mainly composed of medical teams, as well as technicians and civilians responsible for accommodation and restaurants.

Infantry Headquarters

This huge brigade is home to the infantry companies *Angels Haimaus* and *Pugnus Milen*. These two large battalions of the Troops gather all their phalanges of infantry and armored, which represents more than two thousand soldiers and more

than two hundred armored, the majority of which are **Porter NG-8** and, very recently, **Karus AT-50**. However, some of their squads are assigned to the protection of the Centralis Space Base and the cruisers of the 1st and 2nd Fleet Transport Squadrons.

Marine Headquarters

Despite the importance of this Troops branch, the brigade that houses the Companies Mariners *Orthomariners* and *Angelus Niger* has very few soldiers because the majority of them are aboard their respective cruisers. This huge building only contains maintenance equipment for **SHA-6** combat spacesuits and the arsenal of Mariners. Accommodation and catering services are reduced because they only support alert teams. However, this brigade is still home to more than two thousand military and civilians, as well as transport vehicles to ensure the shuttles between the garrison and the space base where the troops are embarked.

Militia Headquarters

This brigade is as large as that of the Infantry as it houses the first two companies of the Imperial Militia with its soldiers and its intervention vehicles. This represents a strength of two thousand infantrymen and two hundred **Celer T-47** vehicles. However, a good part of them provide duty in the small brigades in all the cities of the Lugdenesis

CENTRALIS GARRISON STAFF

This number does not take into account personnel in external operations and those on leave but assigned to the garrison.

PERSONAL

Infantrymen troops	2 400
Mariners troops	400
Vehicles crews	500
Tanks crews	250
Technicians	800
2IS agents	100
Security Troops	2 000
Staff management (officers)	300
Support and Auxiliary Staff	500
Medical Staff	500
Total	7 500

VEHICLES

Hovercrafts Porter NG-8	480
Repulsorlift Vehicle Celer T-47	70
Tanks	150
Total	800

province. Another part of this brigade ensures the close protection of the garrison as well as its enclosure. The Militia Staff Fortress is also home to all maintenance workshops for vehicles with hangars, canteens and dormitories, as well as the entire arsenal.

Guard Headquarters

This small hyper-protected and ultra-armored infrastructure – specific to the GTI-900 garrison – houses six phalanges of the famous and respectable Imperial Guard, which represents more than seven hundred Gardians with their equipment and weapons. This brigade has only a small refectory and rooms, certainly more comfortable than for the rest of the troops. The arsenal consists only of an armory and a armament's maintenance workshop.

Millenian Empire's Characters

The characters presented in this chapter are the most important imperial protagonists of the **TTM** saga.

NotoRiuss

With the advent of Darkness, the Millenian Empire saw its political bases shake severely and undergo significant seditions within the Omega system. A whole generation of emperors found themselves helpless against the blazing threats of the Dark Force. The first emperor who showed determination to oppose the rise of dark forces was HaRyann, the father of the impetuous HarryGann. It is inevitable that the line of emperors goes in its mystical ideology. Thus, naturally, a young emperor succeeded the powerful HaRyann.

By his name, nothing destined NotoRiuss to become a respectable millenian priest of the ODM community. Born in 930-2 (imperial calendar), this young son of traders had a rather calm and serene adolescence, with already an experience of the active life. NoTiuss, his father, was a powerful businessman from Carrius and held one of the most important stands of the Imperial Proposals, in the famous cupola of Bodega. His mother, the sweet RiuSa, originally from Barthelima, had known his father on a business trip. She naturally became his assistant in the commercial stand. With love, she raised their only son, NotoRiuss, and instilled in her Millenian religion, being a faithful “moe” herself. It was surely from that moment that the

young NotoRiuss became interested in the Millenian laws, but with the hindsight of a critical mind and filled with new ideas.

NotoRiuss		Height 1,70 m	Weight 75 kg
STA 10		Gender andron	Age 71
SF 1D		PROPS	
HP/FP 10		Canvas robe	
DEX 10		WEAPONS	
REF 10		Bolega Lightdagger (blister)	
MOV 5		ADVANTAGE/DISADVANTAGE	
INT 10	Andromon 20, Milen 20, Academia 20, Influence 20, Milieu 20	Psionic Sensitivity Impetuosity	
WILL 10		VESSEL	
PER 10			
PSY 24	All powers (VM & N)= 36 Additional power High Astral See text		



It was at the age of twenty stellars that NotoRiuss entered the Millenian School under the authority of Ilodas Master: Magnus. The latter noticed in this young man a fierce desire to join the MO with innovative beliefs, far from displeasing him. But he was too old to go to the big school. NotoRiuss gained recognition, however, from Magnus who took him as a Disciple – something that had not happened for a long time.

After his millenian adoubment in 951-2, NotoRiuss reached the level of the Spirit and immediately became part of the Imperial Senate in 975-2. He was recognized as Master of psychomagnetic energy with his peers. He then became acquainted with the great and powerful HaRyann and confided to him his convictions on the new interpretation of the millenian laws. Undoubtedly, the MO designated him in 980-2 as Emperor, succeeding his mentor and friend, HaRyann. From that moment

on, a new wind blew over the millenian community and finally gave hope to the peoples of the Empire to fight the Obscure Powers of Darkness.

With the Emperor NotoRiuss, a new era is announced for the Millenian Empire and an innovative ideology is being set up within the community of priests.

It is therefore quite natural that in the stellar of grace 990-2, NotoRiuss sees its ten-year mandate to be renewed unanimously among the LLodas. However, this major event was still in pain due to the huge losses suffered during the *Battle of Sierra*.

Despite his advanced age, NotoRiuss is quite capable of confronting the Obscure Powers, even Prince Hillerr himself! In addition, he was able to surround himself with the best Spirits of the Imperial Chamber, among others, the young aspiring mentor JosuHann, son of a family of mines from Antarius. Some say besides that an idyll would be born between him and the beautiful PreCylia, unique daughter of NotoRiuss ...

Additional power

High Astral

Same as the Astral Travel power, but with no limit of duration and spending only ONE Fatigue Point.

Magnus

There are more than two hundred thousand stellars, appeared on the planet Orles III (future Barthelima) barely cooled, a small group of strange creatures and enigmatic: the LLodas. These beings, born of the fusion of pure energy and the spirit, possessed perfect mastery of psionic powers. Today, no one can say what are the real limits of the powers of a LLodas.

MAGNUS		Height 90 cm	Weight 25 kg
		Gender asexual	Age +2 000
STA 6		PROPS	
SF 1D-3		Toge and robe	
HP/FP 6		WEAPONS	
DEX 6		ADVANTAGE/DISADVANTAGE	
REF 6		Psionic Sensitivity Pacifism	
MOV 3		VESSEL	
INT 36	Language (all) 72, Academia 72, Influence 72, Milieu 72		
WILL 36	All powers (VM, PO & N)= 36*		
PER 36			
PSY 36*	(*) Automatic Success		

Currently there are ten LLodas within the Millenium Order, including Master Magnus. This one would hold all the knowledge of the ancient peoples, present and future, and all this thanks to the Millenian Kryptoir, unique manuscript work containing the runes of the Great Universal Creator.

Like his brothers, Master Magnus is therefore at least two hundred myriads. At the dawn of humanity, on the recommendation of the GUC, Magnus created a sphere of Pure Energy from which emerges the first intelligent bioenergetic creature: the Human. A Millenian legend also tells that at the end of the Creation, Magnus lost control of his psycho-energetic sphere and it disappeared into the confines of space. Some historian priests are currently under the impression that this sphere might have given life to worlds unknown to the Andromak galaxy, even to the universe: but here again, it is only a speculation based on a legend ...

The lldas Master Magnus, is today the guardian of the Millenian Palace and the only reader of the Kryptoir. His role with the Millenian Empire is to lead the great school of priests and ensure the final test of young disciples, because his knowledge is immeasurable. At extraordinary meetings in the great Rotunda of the Imperial Senate, Magnus often comes to represent the MO and impose his wisdom and knowledge in the Emperor's greatest decisions.

For members of the Imperial Chamber regularly besiding the great Magnus, the latter remains for them an enigmatic and endowed with a great serenity, peculiar to his chosen race. At no time does his face change his expression, whatever the situation he is in or the news he receives.

At the approach of the third myriad and the advent of the successor of the Millenium, Gal-Ham, Master Magnus is increasingly present in the committees of the Chamber and remains attentive to each of the imperial aspirants, with a particular attention.

It should be noted that the preparations for the Year of the Third Millennium have already begun and that Magnus will preside over the special session called “Natalis”. Even today, no one really knows how this primordial event takes place, the secret of which is carefully guarded by LLodas. Of course, Magnus has always remained silent about this, even though some Spirits have advanced by asserting the existence of a correlation between the advent of the Millennium and the current strength of Ilodas within the Millenian Empire ...

TomaxBrenn

TomaxBrenn – Imperial Mercenary the 5th Special Escort Squadron of Sierra, Mentor and former *Daemons of Fire*'s Squadron Leader, War Hero at the *Battle of Sierra*, and recently Wing Commander of Barthelima's 1st SES – is one of the most famous and colorful characters of the Millenian Empire. It has been the subject of several holomovies and documentaries broadcast at the Imperial Academy of the Fleet. His fame has grown steadily to almost epic proportions. His name is now an integral part of popular mythology ... much to the chagrin of TomaxBrenn himself, who portrays the perfect anti-hero.

TOMAXBRENN		Height 1,85 m	Weight 88 kg
STA 10	Wrestling 10	Gender andron	Age 63
SF 1D		PROPS	
HP/FP 10		Mercenary suit THV-3	
DEX 10	Pistol 20, Athletics 20, Piloting cat.A 20, Repair 20	WEAPONS	
REF 10		Turbolt TB-34 ×2 (blisters)	
MOV 5		ADVANTAGE/DISADVANTAGE	
INT 10	Andromon 20, Army 20, Astronautics 20, Illeglity 20, Influence 20, Navigation 20, Survival 20, Sensor Operation 20, Milieu 16	Code of Honor, Ambidextry	
WILL 10		VESSEL	
PER 10		Escortship XC-5 Contumax, Celer T-47 (onboard)	
PSY 10			

Over the course of his career, TomaxBrenn has smuggled “legally” but also illegal weapons and military equipment, and he has often been known to carry clandestine passengers; but this is after all the “mercenaryship” dear to the members of this caste of unorthodox fighters. He fought against Spacejackers, Dark Force advisers and Cobra starfighters. He seems to have had no trouble defeating clandestine networks and deceiving the worst lords of the crime of the Imperium. He would now have dozens of SSD agents and murderous droids on his heels, all hoping to bring his head back to the Obscur Prince, the terrible Hillerr.

Little is known about TomaxBrenn's youth and he has always refused to comment on it. However, we know that he was born on Sierra in 940-2, in the small town of Koram, on the yberon continent. Like all his Mercenary brothers, he studied at the Imperial Fleet Academy, graduating with honors. It was then that he was integrated into the famous *Daemons of Fire* squadron, under the orders of the remarkable

GozeHarabama. It was in 985-2 that he became the squadron leader, while his mentor became operational commander of 5th Special Escort Wing. During the same stellar, TomaxBrenn is entrusted with a mission of utmost importance: neutralize the Spacejacksers by capturing their leader, Kalaguerr. Forced by the assassination of his fiancée, TomaxBrenn makes it a personal affair and starts tracking down the pirate leader throughout system Omega. After a merciless pursuit, he defeats Kalaguerr who will never recover because he will be dethroned by a certain Vandalis.

It must be conceded to TomaxBrenn that after this success, his ego was not affected at all because he is still afflicted with a heart of gold – although he refuses to admit it – and the titillations of his conscience often force him to act “right”.

Modest, tolerant and discreet, TomaxBrenn does not really personify the perfect Mercenary but his extreme bravery and unwavering good humor make him a highly respected character of his peers. He is always the first to tell jokes or make a good word, even facing danger.

But it was during the *Battle of Sierra* that pitted the 5th Fleet against Hillerr that TomaxBrenn and his fellow fighters proved once again that the Imperial Mercenaries are talented pilots and unparalleled tacticians. Following an attack strategy designed by Mercenary GozeHarabama, TomaxBrenn added a variant and was able to break down the enemy front while baffling the Dark Fight. This act of bravery enabled the Imperial Fleet to neutralize most of the warships of the Armada of Darkness and repel the enemy threat. TomaxBrenn returned to Sierra as a war hero and became Mentor at the age of fifty stellars.

Today, Imperial Mercenary TomaxBrenn heads 1st Special Escort Wing, leaving his place within *Daemons of Fire* to his best student and friend, TeneSua. His reward as a hero led him to lead the most modern mercenary formation with the implacable **XC-5 Contumax**, gradually replaced by the powerful **XC-5II Ultor**, on an experimental basis.

HarryGann

Since its creation, the Caste of Imperial Mercenaries has had the most advanced Astropilots and the strongest “black sheeps”. Some of them still finished their brilliant career, at least in a headquarters.

Without question, mercenary HarryGann is part of this line of sleuths whose millennial Empire respects and honors the services rendered. And services, HarryGann has given on his behalf, despite his young age! Since leaving the Imperial Fleet Academy in 981-2, this Astropilot of the Mercenary caste has proved more than once that he will become the greatest of all. An IFA promotion major and sniper, HarryGann quickly climbed the paramilitary hierarchy of 1st Special Escort Squadron, based on the Centralis platform.

By his name, it is easy to guess that HarryGann was born of a noble family, and what a family! His father is none other than the Emperor HaRyann, having since left his place to the great NotoRiuss. Today, he has retired to the Delta millenian sanctuary, but remains in close contact with the Senate. As for HarryGann's mother, the beautiful GahNoa, she is currently an important woman scientist, sitting on the board of ICAST, as technical advisor to respectable BaudeRyann.

HarryGann was born in 960-2 in the pediatric department of Barthelima Bio-Energy Agency. Having received a special education from his mother (before being an engineer, it is above all a Millenian priestess), he entered the Normal School of the Empire at the advanced age of fifteen stellars to leave with a special mention. Thus, he was able to choose the Astropilot route after a hypnotic training course within the IFA. Released in 981-2 from the Military School of Imperial Forces with his Astropilot diploma and a recommendation letter signed by the rector of the MSIF, he immediately joined the ranks of the Imperial Mercenaries. It was during his first patrols aboard an escortship **F-14 Falcor**, the *Star Aquila*, that HarryGann met Mercenary KouGarr, a Homocanin. Very quickly, a strong friendship was born between the two heteroclite characters and this was a pair of shock within the 1st SES of Barthelima. These two burned heads have raised the adrenaline rate more than once to their mentors during routine missions that have become fast-acting actions. More than one stowage freighter left its cargo crossing the *Star*

Aquila during patrols with the Imperial Customs shuttles. But as a result, HarryGann's reckless temperament has cost a lot of money on repairs to his escort, whose performances are becoming more and more exceptional in his expert hands. But in 990-2, he had to separate from his loyal **Falcor** because the *Scimitar* squadron of the Centralis base received the first **XC-5 Contumax**. Thus, the mercenaries HarryGann and KouGarr were awarded one of these powerful escortships of new generation. Aboard their new *Star Aquila*, HarryGann and his faithful homochannel navigator have become squadron leaders, alongside their squadron leader, the famous TomaxBrenn.

HARRYGANN		Height 1,75 m	Weight 78 kg
STA 10	Wrestling 10	Gender andron	Age 43
SF 1D		PROPS	
HP/FP 10		Mercenary suit THV-3	
DEX 10	Pistol 15, Athletics 15, Piloting cat.A 15, Repair 15	WEAPONS	
REF 10		Turbolt TB-34 x2 (blisters)	
MOV 5		ADVANTAGE/DISADVANTAGE	
INT 10	Andromon 15, Army 15, Astronautics 15, Illegality 15, Influence 15, Navigation 15, Survival 15, Sensor Operation 15	Code of Honor, Impetuosity	
WILL 10		VESSEL	
PER 10		Escortship XC-5 Contumax, Celer T-47 (onboard)	
PSY 10			



Currently, the HarryGann Mercenary is still assigned to the Centralis Fleet Space Base and some are already talking about his new promotion as squadron leader and especially, his participation as a test pilot of the future replacement of the **Contumax**, the most secret **XC-5II Ultor**.

From his maternal education, one can be led to believe that this sleuthing end possesses without doubt special faculties stemming from his psychomagnetic formation; but for the moment nothing has proved in his actions the real presence of these psionic abilities. At least, his friend KouGarr remains silent about it ...

NoroTann

NoroTann was born on the desert planet Carrius, in 939-2. As a child, he worked at his parents' hydroponic farm in the small village of Neroby, near Lake Victor, lost in the middle of the Carri Shield. His parents quickly noticed that he seemed to have a gift for Technics and they allowed him to tinker with the farm equipment.

It was not long before village farmers came regularly to ask him to repair their machines. As he was eager to learn, NoroTann was always happy to help. His reputation as a genius of Technics grew steadily and soon people paid for his services.

While still a teenager, NoroTann opened his own repair shop on the shores of Lake Victor to handle all kinds of equipment: repulsorlift vehicles, hydroxid ionizers, holographic systems, etc. Because of his desire to lead a team, he hired buddies who shared his taste for imperial technology. The quality of the work produced by the workshop was prodigious. It seemed that there was nothing that NoroTann and his team could fix! His clients quickly saw him as a master wizard, whose employees were his apprentices.

After successful studies at the Centralis School of Polytechnic, on the governmental planet Barthelima, NoroTann married JoseTa, a woman from system Omega who had arrived on Carrius by accident (but this is another story ...). JoseTa gave birth to a child, NoreJoss, and the family lived a peaceful life for many years.

NOROTANN

Height 1,80 m Weight 83 kg
Gender andron Age 43

STA 10 Wrestling **10**

SF 1D

HP/FP 10

DEX 10 Shooting
REF 10 weapons **18**
Athletics **18**
MOV 5 Driving **18**

INT 10 Andromon **18**,
Army **18**,
WILL 10 Bioenergy **18**,
PER 10 Hide **18**,
Explosives **18**,
Influence **18**,
Navigation **18**,
Survival **18**

PSY 10



PROPS

Technical suit CT-7

WEAPONS

Pistolaser PL-55 (blister)

ADVANTAGE/DISADVANTAGE

Duty Sense, Curiosity

VESSEL

But as is often the case with the stories from that time, everything changed with the advent of the Dark Force. For love of duty and dedication to the values of the Imperium, NoroTann joined the Forces in 970-2 as armament technician.

The same stellar, Commander PalpeTann, head of the Empire's forces, officially revealed to all the military the presence of Spacejacks and the arrival of an obscure force within the galaxy.

NoroTann's genius was quickly recovered by the engineers of the Forces and he became part of the weapons research team, which contributed, among other things, to the development of the **XC-5 Contumax** and the first Nautilator-class cruiser.

Quickly becoming a workshop leader, NoroTann recruited some of his old friends from the past – also involved in the Forces – and formed a unit specializing in battlefield repair. JoseTa, meanwhile, resigned herself to stay on Carrius to raise her child while her partner joined the Omega Forces in 979-2.

NoroTann and his platoon began to sabotage the spaceships stolen by Spacejacks so that they realized that the Empire's forces were not going to let themselves go. While he was about to sabotage the own spacecraft of Spacejacks' leader, Kalaguerr, NoroTann was elevated to the grade of Major and had to leave the battlefield. He left the team's responsibility to his friend CwnoTrunn and joined the Troops Subquarter in the Andros garrison.

The CwnoTrunn team was a great success during the 80 stellars, as very few spaceships stolen by Spacejacks arrived in their lair in entire status. However, Commander PalpeTann judged that the bravery of this team only reduced the actions of the seditious corsairs, but in no case prevented them from harming. Thus, he ordered the dissolution of the unit *Star Benedicta* who will later give his name to the 5th Support Squadron based in Andros. Suspicious and frustrated by this order, NoroTann decided to personally investigate PalpeTann, not very grateful for the dedication of his men. Thus, he discovered that the Commander was in fact a high militaryman corrupted by agents of what was to become the Dark Force and he could prove at his lawsuit that he contributed to the preparation of the infamous *Battle of Sierra*, where thousands of imperialists perished.

By this initiative accomplished in a total dedication to the Millenian Empire, NoroTann was immediately unanimously appointed Commander of Corps, at the head of the HQ of the Sierra Troops in 985-2 and obtained his third degree of General in 990- 2, just after the *Battle of Sierra*. He finally became the new Forces Commander of the Empire towards the end of the same stellar.

Commander NoroTann has returned to live among his family on the planet Carrius, with his beloved concubine JoseTa. Today, he is constantly sailing between his home planet and Barthelima: the role of chief of the armed forces demands certain obligations ...

Since his appointment and always passionate about technology, NoroTann contributed to the design of the first imperial sloop) and promoted the development of a new type of interstellar fighter able to fly at the speed of light: the X-29 project (see chapter **Special Weapons of the Forces**).



SECTION TWO

THE DARK FORCE

Birth of the Dark Force

The galaxy Andromak is huge, although it is not the largest in the universe, and the Millenian Empire controls only a tiny part of it. Indeed, now, communities opposed to the imperial regime and to the religion of the MO have settled everywhere in the known Third Quadrant.

Over the last forty stellars, the power of the Imperium has been somewhat shaken by seditious events that have shaken its structure. Emperor NotoRiuss, exacerbated by the fall of the imperial Sierra government decided to devote exclusively the military potential of his forces to fight against this cosmic plague: the Dark Force. The strength of the Empire's forces has almost doubled in recent stellars.

To replace the heavy losses suffered during the blazing *Battle of Sierra* (see the [TTM: Sourcebook](#)) and also because of the totally corrupt Sirri government's laxism, Emperor NotoRiuss ordered the reorganization of the Fleet and Troops around a hard core of General Officers and with new high-tech equipment.

The Dark Force history

It was at 960-2 stellar of grace that the Omega Imperial Forces suffered the first inexplicable and sudden desertions. Priests left without stopping the Millenian temple of Andros, guided by occult powers whose extent was previously unknown.

Hundreds of imperials abandoned family and social activity for unknown horizons. They deserted aboard stolen ships, the military majority. Fearing for its integrity, the governor of the time, the Spirit KalyGulann, tried to stifle the case and secretly confided the investigation to the different antennas of 2IS located throughout the planet Sierra.

It was towards the end of the same year that military and commercial convoys were attacked by spacecraft carrying the black banner's Spacejacks. After some of them were intercepted, the 2IS were amazed to see that these enemies were none other than Mercenaries deserters who had disappeared a few months earlier aboard camouflaged war spacecraft. A former 5th Special Escort Wing mentor, KalaGuenn, was the leader of these renegades.

It was in the 980 stellars that an event shook the MO, within the millenian community of Sierra. A powerful Spirit Priest, named HillHermann, then promoted to Omega's Imperial Assembly, fled and disappeared without a trace. Priestess OrTellia, who later became queen of the Stellar Amazons, had shown the same abrupt change of behavior eighty stellars earlier!

For a few decades now, the Omega system has fallen prey to a cosmic evil – called “Obscur Powers of Darkness” – and its Millenian community is now threatening to collapse at any moment. The Imperium Omega has only one federated planet while the other two are now claimed by its enemies: the Spacejacks on Tyrania and the Stellar Amazons on Gynesia. But they never promised to undermine the integrity of the Governor if he renounced Gynesia.

But things got worse when the fallen priest, HillHermann, resurfaced while avoiding showing himself in public. He was then called Hillerr, Prince of Darkness, servant of the Obscur Powers so dreaded by the MO. Cosmic evil had just neurotized system Omega. Hillerr claimed his determination to destroy the Millenian Empire and, at the dawn of 990-2, at the edge of the Sierra Stellar Sector, coming from the outer edge of system Omega, an armada sprung from hyperspace. By obscure means Prince Hillerr had just formed his first army, the Dark Force. This is how the *Battle of Sierra* began a nightmare era for Imperium Omega.

Emperor NotoRiuss was then put to the fait accompli and found, powerless, certainly the retreat of the Dark Force, but the disastrous losses it had caused to his

5th Fleet. The enemy of the Millenian Empire had shown itself in its light and had given a great warning shot to sensitize the major government of Orlesia and its population still ignorant of the existing Dark Force. The engineers of the Imperium still can not explain how Hillerr was able to build so many war ships in such a short time, and even the priests do not dare to imagine it. Maybe the LLodas hold the answer ...

The chiefs

It is still difficult today to say who was the true forerunner of the obscure powers of darkness. Prince Hillerr evidently played a vital role in constituting his army in extraordinarily short time; but the Darkness could not spread without the intervention of a powerful Psionic catalyst. It is probably at this moment that Queen Ortellia played her role a century earlier in preparing the way for the Evil forces. Thus, the space-time gap that allowed the Obscur Powers to penetrate into this universe was inevitably provoked by evil incantations prepared by Ortellia. Hillerr's psychomagnetic power thus consolidated the Psionic establishment waves that converted the first heretics of imperium Omega. The designs of this evil being are now known to all: to annihilate the Millenian Empire, to blow the flame of the Light and to cover the entire universe with the obscur coat of Darkness.

The evil treaty: ratification of the Dark Force

Recently, while we are in the last decade before the advent of the Third Millenium, a rumor runs in the secret corridors of the Millenian Empire that Prince Hillerr has just signed a covenant with the armies of the spacejacks and Stellar Amazons; and this for one purpose: to increase the firepower of the Army of Darkness ... Thus, since then, the three evil rulers organize secret meetings to establish the hierarchical structure of the Dark Force.

The Millenian Empire can not, of course, remain indifferent to this rumor, but the enemy is far too adroit to attack it again abruptly without warning. Moreover, this

treaty of alliance initiated a cold war between the imperial forces and the Dark Force.

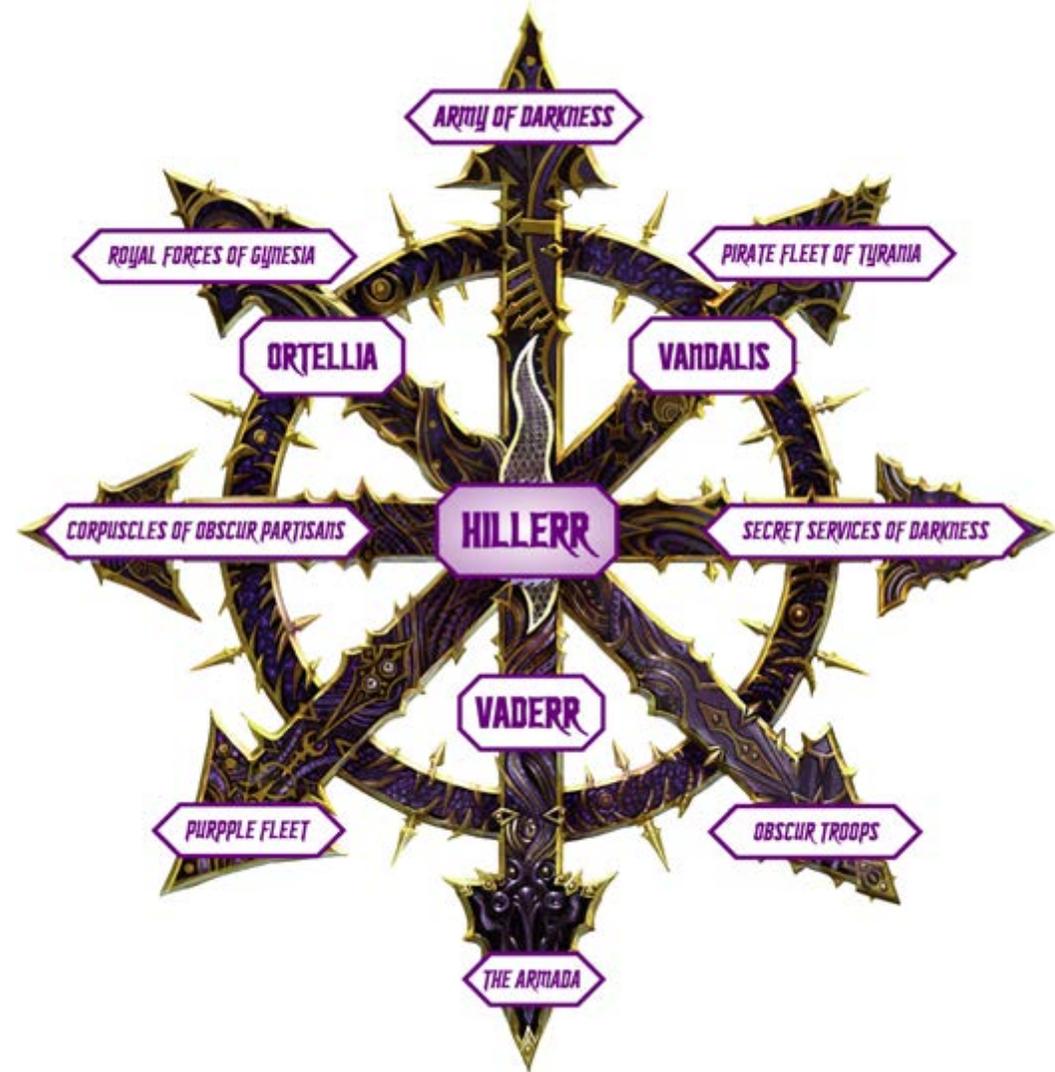
According to major 2IS agents who were able to return from their mission of infiltrating the hostile Tyrania and Gynesia planets, the greatest Imperium strategists analyzed the valuable information and established a general structure of the Dark Force, army to the services of Darkness.

Hierarchy and Administration

The Dark Force consists of a single, general structure: the armed forces. These, as their name indicates, encompass all the space and planetary units available to the Dark Forces. This structure, more or less anarchic, is placed under the high command of Prince Hillerr who is thus Head of the armies. A certain Vandalis has become the new leader of the Spacejackers, replacing the famous Kalaguerr at the head of the Pirates of Tyrania. The cruel Ortellia, Queen of the Stellar Amazons, is the leader of the imposing Royal Fleet of Gynesia.

Vaderr, a powerful Obscur priest and Hillerr's right-hand man, happens to be the commander-in-chief of the Troops of Darkness and head of the Secret Service of Darkness (SSD).

Although it is recognized that the Dark Force is not nearly as well structured as the Empire's forces (see the section **Millenian Empire**), its main advantage lies in its speed of action due to the absence of a heavy and complex hierarchy. For the high dignitaries of the Imperium, it is the very structure of a chaotic system, specific to Darkness ...



Secret Services of Darkness

The Secret Services of Darkness (SSD) is the spinal cord of the Dark Force. It is indeed thanks to its operations that the forces of Darkness have been able to infiltrate so quickly in the structure of the Omega government, and to propagate its evil like a real invisible gangrene. **SSD** may have to act at any time to destroy an imperial network or corrupt a senior Imperium official as soon as possible. The main advantage of this dark network is the surprise, which often confuses the agents of the Imperial Intelligence Services (2IS).

Although they are under the direct supervision of Prince Hillerr, the **SSD** are fully autonomous and can thus act freely and in real time, depending on the information they have gathered. It is very easy for them to gain new allies within the Millenian Empire because black agents are infiltrated into all vital systems; only in the Imperium Omega, thankfully ...

The Dark Force **SSD** also play a very important offensive role, making them even more powerful compared to their Imperial counterparts. Over the years, they have recruited by force or force (by Psionic conditioning) many imperial people of all ranks and species, living on the imperial planet Sierra. The Black Agents, who are perfectly trained commandos and entirely devoted to the Darkness, the majority of whom are non-humans, do not only collect information, they also know how to infiltrate, destroy, necrotic an antenna of the **2IS**, sabotage a military installation, etc.

But their effectiveness is even greater when their operations are conducted in close collaboration with armed forces of the Dark Force. Blowing up the nucleic

generator of an imperial garrison can make an entire province vulnerable. Neutralizing a space base command post a few hours before the air attack of a squadron of the Purple Fight can have far more devastating consequences ...

Secret Services of Darkness' Heads

The head of the **SSD** offices occupies an important place within the Dark Force. This character has, in fact, the responsibility to provide secret information to Prince Hillerr in person and work very closely with his right arm, Vaderr, then leader of the armies of Darkness.

The Silimen Koboll (his civil name is KoboTell) is the latest. As Chief of **SSD**, he is responsible for all spying missions conducted by his Black Agents and is made daily to make crucial decisions that can significantly affect the actions of the Dark Force.

Ops Bureau

This is the most important section of **SSD**. It is responsible for overseeing all field operations: espionage, infiltration, blackmail, subversion, assassination, as well as all other missions in which Black Agents may have discreet contracts with corrupt imperials. This type of operation is dangerous because the Black agents who execute them have more than a ten percent chance of being captured or shot by an imperial agent.

Agents arriving on their twentieth missions – called as “bogus” in **SSD** lingo – are officially stricken from the **Ops Bureau** files and must be assigned to more sedentary tasks such as offices; unless they ask to be exiled to an unexplored planet, in order to protect themselves from **2IS** and thus safeguard the integrity of their service. It is inevitable that a Black Agent who has shown too much the tip of his nose for some time becomes too easily identifiable by the imperial. Too much activity would definitely jeopardize the functioning of the **SSD**. However, some

rumors suggest that the insistent bidards would be purely and simply slaughtered by a colleague to avoid a situation considered too delicate by the head of the **SSD**.

System Unit

The “System” teams form static intelligence networks led by Dark Force officers. The Black agents that make up this cell are usually imperial renegades or double agents recruited by the officer in charge himself. These agents of the **System** rarely benefit from outside help. In addition, **SSD** provides only one officer to operate a complete network; for the rest, the renegade agents are doing their own thing.

Most of the **System Unit** consists of mutants such as Homocanins and Silimens.

These local agents always do not know where the officer on whom they are based and do not know his true identity (it should be noted that the Black Agents always use a pseudonym and an imperial civil name). They blindly communicate with radio-encrypted means. This principle of operation makes it possible to avoid any “incident”, especially if one of the renegade agents decides to go back.

Active Unit

The teams of the “Active” are most often made up of former imperial people become renegades by the lack of ideal like the Smugglers and the Bunglers, who are respectively former mercenaries and imperial technicians. These special agents are in principle responsible for handling the action missions: kidnapping, assault against imperial infrastructure or sabotage of specific equipment of the Empire forces.

Termination Unit

The teams of the “Termination” – made up of the famous Reaper (see the **Rules book**) – are responsible for the murders sponsored by Hillerr himself or by his right arm, the Obscur priest Vaderr. **SSD** often use them when it comes to eliminating a very troublesome imperial agent or a notable from the recalcitrant Imperium to corruption. Reapers are sometimes used to shoot down a recidivist bidder who

refuses a “peaceful and without story” retreat. It would be implied that a network of the **Termination** would soon be put into action against the person of stellar governor UkeRann, recent ruler imperium Omega. For the moment, their attempts have rarely failed. Radical agents are unscrupulous beings.

Intention Bureau

This office is responsible for analyzing and interpreting the information provided by the **Ops Bureau** and other sources, in order to try to find a loophole in the decisions of the Millenian Empire. **Intentions** Officer spends his time in a small, dimly lit office looking through reports on holographic tablets sent by Black Agents operating in the field. This laborious work requires a lot of time and attention to detail.

This is certainly the weakest allocation of **SSD**. By the way, the majority of the *bogus* end up here. The other agents recognize them easily because these officers are often Humans with grey and dull faces, bulging eyes, nervous twitches and sagging shoulders from sitting for hours in front of computer screens.

Crypto Unit

This valuable service is responsible for deciphering the innumerable imperial codes used by the **2IS** with the Artemis network (**ArtNet**: see section **The Millenian Empire**). So far, the **Crypto** has brought only meager success, although it has very good specialists and the best computers of the Dark Force! This cryptology service has so far been able to decode only twenty-five percent of military codes and less than fifteen percent of **ArtNet**.

Analysis Unit

This unit is the most important of **Intentions**. It is indeed in charge of sifting through the data provided by the agents of the other cells (**Crypto** and **Interrogation**) and **Ops Bureau**. The officers of the “Analysis” must unravel the

truth of the false, write the reports to the **SSD** head that transmits them in duplicate to Prince Hillerr.

Interrogation Unit

This special unit is in charge of questioning imperial prisoners before being converted ... or killed. It has very well equipped laboratories, installed within the **SSD**. Among others, its agents, Androgunes and some Stellar Amazons (their sadism is unparalleled), are responsible for “conditioning” certain personalities of the Millenian Empire with the help of psychomagnetic devices.

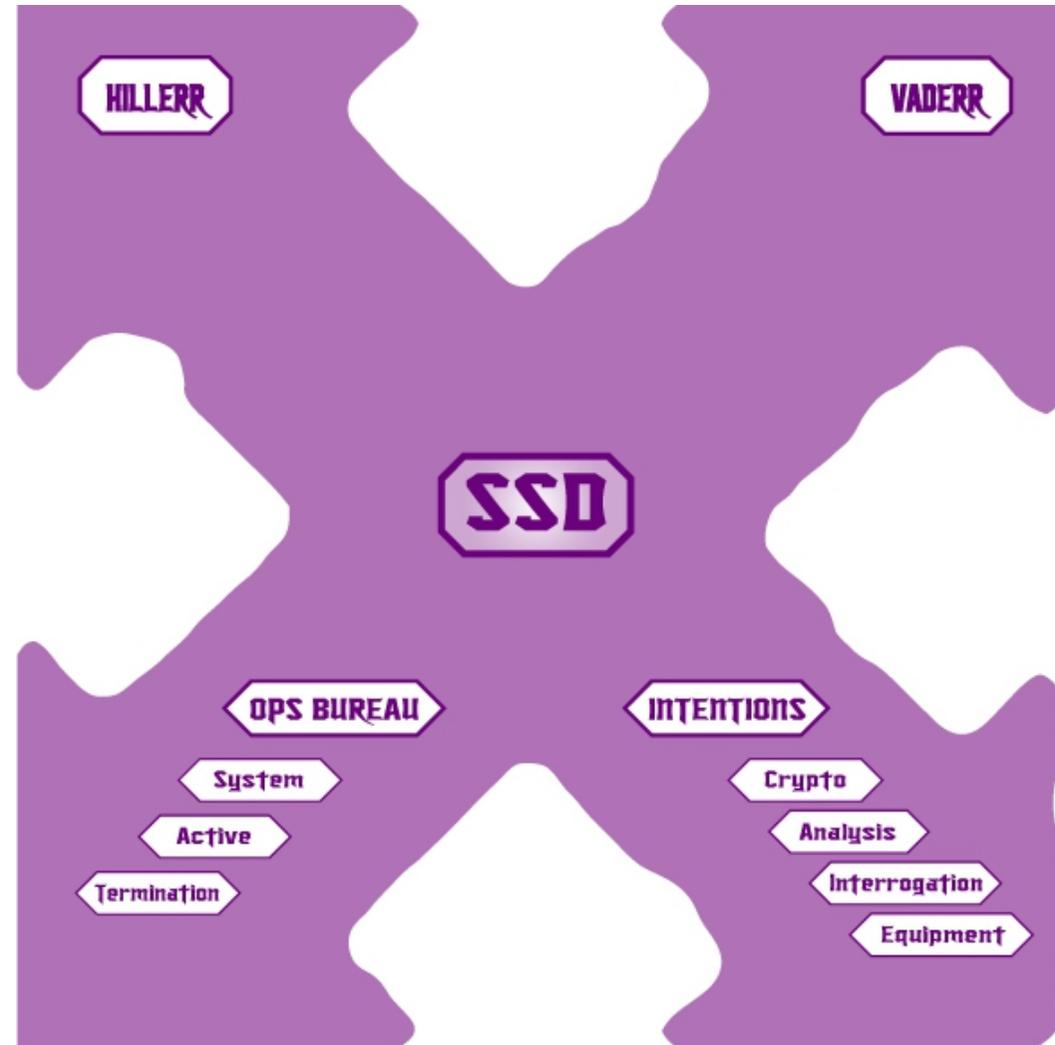
Officers conducting interrogations are entitled to all moral and bodily harm to make the most reluctant prisoners talk. They also do not hesitate to involve an Obscure priest during a session, especially if the interviewee is particularly tough and has major information for **SSD**.

Equipment Unit

This unit has the task of designing and manufacturing sophisticated equipment which can be used in certain missions: sneaks, scanners, miniaturized Holocams, undetrable weapons, undetectable poisons, etc. It is also responsible for studying and neutralizing gadgets used on field by imperial agents.

The “Equipment” has many clandestine laboratories scattered throughout the Imperium. Each lab has the best Geniuses of evil, bunglers and the most sophisticated equipment that can be found.

It is also from one of these laboratories that came out the famous camouflage system experimentation on some military vessels of the Dark Force (See the chapter Experimental Weapons).



Army of Darkness

Goals

The Army of Darkness, established by the powerful Prince Hillerr, is charged to fight the Millenian Empire's forces and to annihilate the imperial strategic positions so that Emperor NotoRiuss is overthrown. To succeed, every soldier and agent is ready to give his life.

Spacejackers and Stellar Amazons are also determined to face the Millenian Empire in the sidereal space depths, imperial cities, asteroid fields, and – generally – wherever possible.

All these hyper-motivated fighters conditioned by the Obscure Powers are convinced that a Terminator is worth ten Imperial soldiers, which is not entirely false

...

Structures

Unlike the Empire Forces (see section **The Millenian Empire**), the organization of the Army of Darness – or more commonly known as the Dark Force – is more simplistic and somewhat anarchic. This allows each officer to take full responsibility for his unit. The orders come directly from the Commander Vaderr, without intermediaries, most of the time hindering the interpretation of the directives (see the datasheet at the chapter end).

High Leadership

The high leadership of the Dark Force includes the Obscure Prince Hillerr chief of the Armada, the Obscure priest Vaderr chief of the Troops, and the black officer Koboll chief of the **SSD**.

Obscur Escortship

This advanced model of the famous Imperial F-14 is the main escort of the flagship Armada, alongside the Sloops of the Purple Fleet. Spacejackers use only basic models.

Model: F-14M Vampyr

Type: space defense escortship

Category: A

Length: 25 fitts

Mass (empty) : 33,000 pods

Crew: 2

Passengers: 4

Cargo Capacity: 20 cubic fitts

Propulsion: 2 cyclotrons HK-10S

Autonomy: [2D] centons

Atmosphere: 1,2 sonic (50/400)

Sapce: 1 celerity (ATTACK)

Celerity Factor: [1]

Maneuverability: [+2]

Shields: [36]

Hull: [54]

TSF: [+7]

Weapons:

1 turbolaser TL-55
ACC: [12]
Damage: [6D]
Range: 2,500 fitts [AVERAGE]

2 antifiighter missiles MAC-10
ACC: [automatique]
RoF: 2
Damage: [3D×3]
Range: 3,000 fitts [AVERAGE]

2 anticruiser missiles MAC-50
ACC: [automatique]
RoF: 1
Damage: [3D×3]
Range: 15,000 notics [LONG]

4 nucleic mines NM-74 *Stelann*
RoF: 2
Damage: [3D×3]
Range: 1,000 fitts [SHORT]

Sensors:

Detection: 1,000 notics
Attack: 3 notics



Dark Force, Army of Darkness

The Dark Force therefore includes the Armada, Obscure Troops and **SSD**.

Purple Fleet

The Armada of Darkness is made up of the Purple Fleet, led by the Supreme Leader of the Dark Force, the Pirate Fleet of Tyrania, and the Royal Gynesia Forces. The imperial strategists have begun to predict, with the meager information gathered by the **2IS**, that when the Imperial Fleet will face the Armada – which has nothing to do with the *Battle of Sierra* (see the **TTM: Sourcebook**) – it will crumble under the firepower. Indeed, what makes the Armada of Darkness striking is its firepower, with the introduction of the modified CR-117 Cobra and Comodor-class cruisers, not its numerical superiority. This balance of power would be estimated at three to one for the most optimistic. In addition to the over-armed warships, Hillerr's flagship of Purple Fleet has two fighter squadrons with more than 100 starfighters, the majority of which are Cobra and more than twenty modified Falcor escortships, as well as a support wing with currently a dozen Destruktor-class cruisers. The rest of the Armada is allied forces (see all boxes inside the chapter).

All this little world revolves around the mysterious interstellar destroyer Mantagor 22 (see the next chapter), Prince Hillerr's flagship. Not included in this important numerical assessment are Gama-class assault shuttles, drop pods and landing barges.

Obscure Troops

The Obscure Troops are under the direct of priest Vaderr's leadership, right hand man and military advisor for Prince Hillerr. These armed forces are divided into two branches: the Purple Guard, made up of the terrible Terminators and Obscure Infantry with standard soldiers and armored units. All the soldiers of the Purple

Obscur Cruiser

While the Spacejacks are using some of the older models of the well-rehearsed CDR-500 Comodor cruisers, the Purple Fleet has recently been fitted with a new cruiser model which outclasses its elders. The basic patterns, however, remain those of the Imperial Comodor.

Model: CDR-500 Destruktor

Type: advanced star cruiser

Category: B

Length: 900 fitts

Mass (empty) : 57,200 kilopods

Crew: 504 (including 300 technicians)

Onboard Troops: 2,400 soldiers

Onboard crafts: 24 starfighters,
8 escortships, barges, dropods et tanks

Cargo Capacity: 16,300 cubic fitts

Propulsion: 5 megatrons HK-09GTL

Autonomy: [1D] centars

Space Speed: 0,9 celerity [SLOW]

Celerity Factor: [1.1]

Maneuverability: [-2]

Shields: [84]

Hull: [102]

TSF: [+16]



is currently estimated at more than fifty thousand soldiers. For armored combat, Obscure Infantry will soon have more than a thousand armored vehicles, some of which

Guard are Homocanins hyper-trained by psychomagnetic conditioning and are true war machines without conscience nor fear. The imperial strategists have calculated that not all Imperial troops would be able to contain a massive attack by Obscure Troops whose number

Weapons:

4 megalasers GTL-55 paired
ACC: [18]
Damage: [8D×4]
Range: 8,000 fitts [LONG]

16 turrets B2-G
ACC: [12]
Damage: [5D×2] each
Range: 1,000 fitts [SHORT]

16 missile launchers MAC-10
ACC: [automatic]
RoF: 2
Damage: [3D×3]
Range: 3,000 fitts [AVERAGE]

8 missile launchers MAC-50
ACC: [automatic]
RoF: 1
Damage: [3D×3]
Range: 15,000 fitts [LONG]

Sensors:

Detection: 30 notics
Attack: 5 notics

Pirate Flagship

Since the arrival of Lord Vandalis at the head of the Spacejackers, the fluster has given way to carnage and looting. The new flagship of the pirate fleet unquestionably represents the new army quintessence.

This cruiser can easily compete with the imperial Nautilator.

Model: BTR-800 Brontosor

Type: advanced interstellar cruiser

Category: B

Length: 1,600 fitts

Mass (empty): 95,500 kilopods

Crew: 924 (including 500 technicians)

Onboard Craft: 72 starfighters,

24 escortships, 96 drones

Cargo Capacity 18,000 cubic fitts

Propulsion: 6 megatrons HK-10GTLs

Autonomy: [2D] centars

Space Speed: 1 celerity [SLOW]

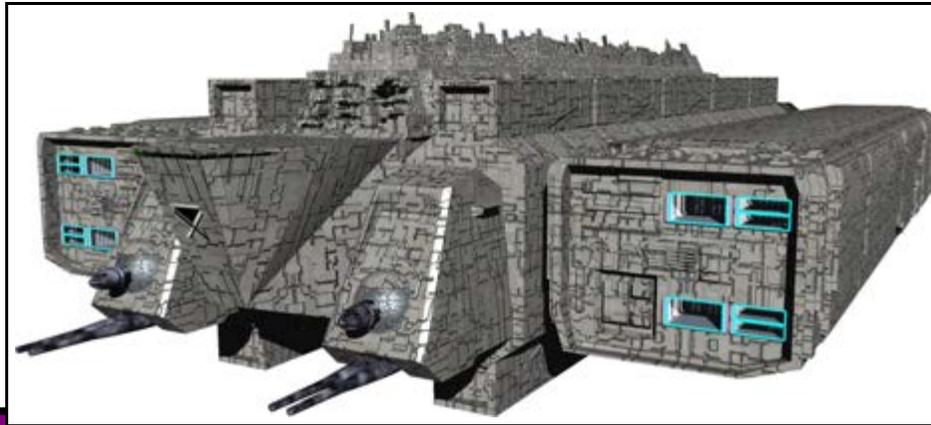
Celerity Factor: [1]

Maneuverability: [-3]

Shields: [102]

Hull: [120]

TSF: [+18]



Weapons:

4 megalasers GTL-55 paired

ACC: [18]

Damage: [8D×4]

Range: 8,000 fitts [LONG]

18 turrets B2-G

ACC: [12]

Damage: [5D×2] each

Range: 1,000 fitts [SHORT]

12 missile launchers MAC-10

ACC: [automatic]

RoF: 2

Damage: [3D×3]

Range: 3,000 fitts [AVERAGE]

25 missile launchers MAC-50

ACC: [automatic]

RoF: 1

Damage: [3D×3]

Range: 15,000 fitts [LONG]

Sensors:

Detection: 50 notics

Attack: 8 notics



It is well known that the Dark Force is above all an alliance between the anti-imperial communities. Since the evil treaty was ratified with Prince Hillerr presence, Queen Ortellia and the new spacejackers leader Vandalis, a new Dark Force structure has been under study. This new army saw its ranks swollen by the Pirate Fleet of Tyrania and the Royal Gynesia Forces insertion.

Even the civilian population that collaborates with **SSD** must adhere to a strict code of work and discipline.

Allied forces

Obscur Liaison Armored Vehicle

On battlefield, Obscur Troop units are overseen by Company commanders who operate in small armored and armed vehicles.

Model: HC-55 Hover

Type: armored aircraft

Category: A

Length: 3.50 fitts

Mass (empty): 1,100 pods

Crew: 1 driver

Passenger: 1 troop officer

Cargo Capacity: 100 pods

Propulsion: 2 solar turbins B-50

Autonomy: [1D] centars

Speed: 112 mph [15/50]

Maneuverability: [0]

Shields: [12]

Hull: [30]

TSF: [+2]

Weapons:

1 laser gun *Broninn* 2L55

ACC: [6]

Damage: [5D]

Ranges: 1/2D: 450 fitts

MAX: 1,000 fitts

Sensors:

Detection: 6 notics

Attack: 1 notic

Cost: 36 000 ₮

Restriction: D

are new in genre, such as battle robots (see chapter **Special Droids**).

Secret Services of Darkness

Unlike **2IS**, **SSD** constitutes a military unit in its own right both in its hierarchy and in the training of its agents. The discipline is such that the percentage of success of its missions is much higher than the **2IS** ones, yet the number of agents is much higher.

Obscur Assault Tank

In parallel with battle droids, a series of tanks was developed by Calcinera factories. It is in response to this threat that the Karus Imperial tanks were designed.

Model: RAT-874

Type: repulsorlift assault tank

Category: A

Length: 7 fitts

Mass (empty): 4,500 pods

Crew: 1 driver, 1 gunner, 1 tank leader

Cargo Capacity: 400 pods

Propulsion: 2 solar turbins B-50

Autonomy: [1D] centars

Speed: 44 mph [5/20]

Maneuverability: [-1]

Shields: [24]

Hull: [42]

TSF: [+3]

Weapons:

1 turbolaser TL-55

ACC: [12]

Damage: [6D]

Ranges: 1/2D: 1,000 fitts

MAX: 2,500 fitts

2 proton howitzers Siennar

ACC: [6]

Damage: [5D×2]

Ranges: 1/2D: 450 fitts

MAX: 1,000 fitts

Sensors:

Detection: 6 notics

Attack: 1 notic



Here is the presentation of these new military components of the Dark Force which are about to be effective but already present on the battlefield.

Pirate Fleet of Tyrania

Commander Vandalis, the new Spacejacker's head, leads a battle flotilla consisting of a

fighter squadron of more than one hundred Venum-type spacecrafts gravitating around a Brontozor-class cruiser. The Pirate Fleet of Tyrania has no real soldiers

because Spacejacker's are primarily privateers and smugglers.

Since taking office, Vandalis has installed an orbital shipyard around planet Tyrania. It is from here that the new Modified Comodor-class Cruiser, the DKR-500

Obscur Troop Carrier

On the ground, the Terminators of the Purple Guard are supported without fail. They have powerful armored and super-armed transports, able to pierce enemy lines to make a quick attack. Fortunately, this type of aircraft did not exist yet during the *Battle of Sierra ...*

Model: SPA-7 Gargant

Type: repulsorlift armored transport

Category: A

Length: 25 fitts

Mass (empty): 19 kilopods

Crew: 4

Onboard Troops: 50 Terminator

Propulsion: 2 solar turbins S-20

Autonomy: [2D] centars

Speed: 44 mph [3/20]

Maneuverability: [-2]

Shields: [36]

Hull: [48]

TSF: [+7]



Destruktor, was launched at the beginning of the stellar 990 for the Purple Fleet. This major event proves the strength of the allied forces coalition for the cause of the Dark Force. But this same site has just seen the birth of a new cruiser, the BTR-800 Brontosor.

Royal Forces of Gynesia

For more than twenty standard years, Queen Ortellia has genetically constituted a small real army of cruel and bloodthirsty warrior clones. Anyone

Weapons:

2 turbolaser TL-55 paired

ACC: [12]

Damage: [6D×2]

Ranges: 1/2D: 1,000 fitts

MAX: 2,500 fitts

2 laser cannons 2L55 standalone

ACC: [6]

Damage: [5D] chacun

Ranges: 1/2D: 450 fitts

MAX: 1,000 fitts

1 turret B2-G

ACC: [12]

Damage: [5D×2]

Ranges: 1/2D: 450 fitts

MAX: 1,000 fitts

Sensors:

Detection: 6 notics

Attack: 1 notic

Amazon Combat Motoceler

Mobile troops of the Royal Gynesia Forces include warriors on armored and armed motorcycles. They are the rapid attack units of the Royal Gynesia Forces.

Model: Shark
Type: armored motoceler
Category: A
Length: 6 fitts
Mass (empty): 500 pods
Crew: 1
Cargo Capacity: 20 pods
Propulsion: 1 solar turbin B-80
Autonomy: [1D] centars
Spedd: 180 mph [30/80]
Maneuverability: [+2]
Shields: [6]
Hull: [24]
TSF: [+3]
Weapons:

1 laser cannon 2L55
ACC: [6]
Damage: [5D]
Ranges: 1/2D: 450 fitts
MAX: 1,000 fitts

2 Lasma LM-32B paired
ACC: [12]
Damage: [4D×2 (LP)]
Ranges: 1/2D: 150 fitts
MAX: 300 fitts

Sensor:
Detection: 2 notics
Attack: 0,3 notic



who treads the soil of planet Gynesia without the queen's prior consent will find himself sooner or later face to face with a Stellar Amazons squad ready to make him pay for his daring. At present, the exact number of Amazons composing Gynesia's ground forces is unknown; we are talking about ten thousand or more ...

But Ortellia did not just protect her beloved planet surface. She has also formed a space defense perimeter managed by a of Cyclon starfighters flotilla whose number currently exceeds one hundred spacecrafts.

Since the advent of the Dark Force, the Amazon Queen has made the decision to start the first star destroyer in history. A flagship far

outclassing the imperial Nautilator-class cruisers in both size and firepower. We know that recently, this space mastodon has left its orbital shipyard and now crosses permanently in the star sector of the Amazon planet.

Amazon Assault Tank

The Royal Forces of Gynesia have a small armored unit consisting of repulsorlift tanks.

Model: Vyper
Type: repulsorlift tank
Category: A
Length: 10 fitts
Mass (empty): 4,500 pods
Crew: 2
Cargo Capacity: 400 pods
Propulsion: 1 solar turbin B-50
Autonomy: [1D] centars
Spedd: 44 mph [5/20]
Maneuverability: [-1]
Shields: [24]
Hull: [42]
TSF: [+4]



fact a trade arrangement between both planets thanks, among other things, to the relations that would have existed between the famous mercenary TomaxBrenn and Queen Ortellia. But the principal still defends himself to speak of this affair which has nevertheless resulted in a pact of mutual non-aggression as long as the trade affairs remain favorable to the development of planet Gynesia. However, this act can be interpreted as a high treason fact against the Millenian Empire and no one dares to imagine that a war hero like

Today, the Royal Forces of Gynesia pose a real threat to Imperium Omega. However, what is less well known is that there is in

Weapons:

1 turbolaser TL-55
ACC: [12]
Damage: [6D]
Ranges: 1/2D: 1,000 fitts
MAX: 2,500 fitts

2 laser cannons 2L55 paired
ACC: [6]
Damage: [5D×2]
Ranges: 1/2D: 450 fitts
MAX: 1,000 fitts

6 grenade-launchers *Plexus* standalone
ACC: [2]
RoF: [1]
Damage: [3D×3] par grenade
Range: 500 fitts

Sensors:

Detection: 6 notics
Attack: 1 notic

Amazon Troop Carrier

The Royal Forces of Gynesia also have armored personnel carriers to transfer troops to any location on the battlefield.

Model: Prism

Type: repulsorlift armored transport

Category: A

Length: 20 fitts

Mass (empty): 19 kilopods

Crew: 4

Onboard Troops: 50 warriors

Propulsion: 6 magnetron reactors

Autonomy: [2D] centars

Spedd: 44 mph [3/20]

Maneuverability: [-2]

Shields: [36]

Hull: [48]

TSF: [+6]

Weapons:

2 turrets B2-G standalone

ACC: [12]

Damage: [5D×2] each

Ranges: 1/2D: 450 fitts

MAX: 1,000 fitts

Sensors:

Detection: 6 notics

Attack : 1 notic

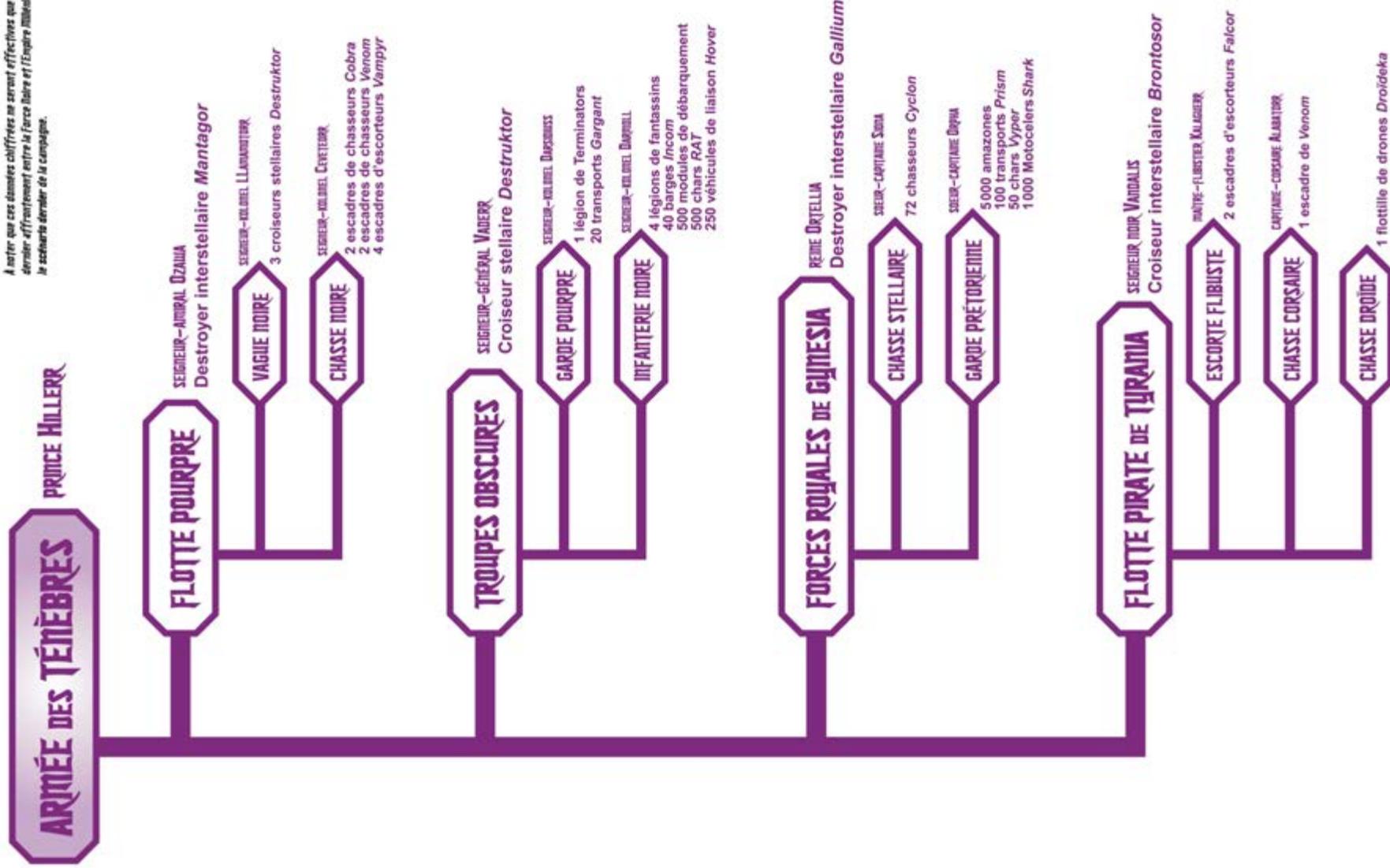
TomaxBrenn was involved in this interplanetary affair. But if that's the case, we can now fear the worst since TomaxBrenn's move in the major system ...



While the land forces are under the thumb of Ortellia's sister, the no less cruel Orpha, the fleet remains under the queen's tutorship and is composed exclusively of Cyclon fighter-bombers and

driven by the imposing and majestic Gallium destroyer (see the TTM: Sourcebook).

A noter que ces données chiffrées ne seront effectives que lors du dernier affrontement entre le Force Noir et l'Empire Malinche, dans le scénario d'arrêt de la campagne.



Mantagor 22

The story began in the middle of the second myriad stellars 90 during various large-scale operations led by the Barthelima **2IS** and sponsored by the Imperial Senate. A group of Missionaries sent by the famous agent TayRea, head of the orlesi **2IS**, reported the existence of a battle platform in progress, in a sector not listed by the Millenian Empire, very far, on the border of the Third Quadrant known. According to the reports of these adventurous adventurers – at the head of which was a certain ManoWarr, Imperial Mercenary integrated into a squadron of the 4th SES based on Rohil's space relay – this hyperstructure was to exceed well over three thousand miles long!

Today, imperial people know little about this platform that tends to become the biggest destroyer of all time! The few Astropilots who have crossed this Dark Force battalion have, alas, never returned to report the incredible facts.

The Mantagor-class interstellar destroyer is the Prince Hillerr's flagship. It is the launching pad for the Armada of Darkness. This unique warship is undoubtedly the largest spacecraft ever designed, in less than five stellars.

Nearly three times longer than an Imperial Nautilator-class cruiser, it can carry nearly one hundred thousand soldiers and crew. Dozens of batteries-lasers, ion and proton guns, and magnets-lasers constellant hull of eight long notics.

This warship, on its own, is as powerful as an imperial flotilla. The particularity of this huge interstellar battleship, apart from its size, is its propulsion using a new technology based on particle acceleration, with the addition of a brand new fuel energy: Turbinium. This crystalline metal (Tr) was recently discovered by imperial prospectors implanted on planet Hosta, in system Tablinea. But the news could not be communicated because the settler family that discovered the mining field was quickly neutralized by **SSD** agents. The first Turbinium nuggets (turbits) were

Dark Force Destroyer

Model: Mantagor 22

Type: interstellar destroyer

Category: B

Length: 4,500 fitts

Mass (empty): 216,700 kilopods

Crew: 2,300 (including 750 technicians)

Onboard Troops: 56,000 soldats

Onboard crafts: 216 starfighters, 24 escortships, tanks, drop pods, barges

Propulsion: 2 turbotrons

Autonomy: [3D] centars

Speed: 1,2 celerity [SLOW]

Maneuverability: [-6]

Shields: [124]

Hull: [138]

TSF: [+20]

analyzed and processed by Prince Hillerr's Geniuses of evil, and integrated into the new interstellar destroyer cyclotrons. Called Turbotrons, these new-generation Turbinium hyperdrive ionic particle accelerators are capable of propelling the huge war infrastructure beyond lightspeed.

The flagship **Mantagor 22** (twenty-second datasheet of the project) can carry in its hangars two squadrons of hunters **CR-117 Cobra**, a squadron of **Venum**-type starfighters, two squadrons of **Vampyr** escortships.

Weapons:

4 megalasers GTL-55B paired
ACC: [24]
damage: [10D×4]
Range: 15,000 fitts [LONG]

20 ion cannons standalone
ACC: [12]
Damage: [see rules]
range: 1,000 fitts [SHORT]

20 proton howitzers standalone
ACC: [6]
Damage: [5D]
Ranges: 1/2D: 450 fitts
MAX: 1,000 fitts [SHORT]

40 turret B2-G standalone
ACC: [12]
damage: [5D×2]
Ranges: 1/2D: 450 fitts
MAX: 1,000 fitts [SHORT]

32 antfighter missile-launchers MAC-10
ACC: [automatic]
RoF: [2]
damage: [3D×3]
Range: 3,000 fitts [AVERAGE]

16 anticruiser missile-launchers MAC-50
ACC: [automatic]
RoF: [1]
Damage: [3D×3]
Range: 15,000 fitts [LONG]

Sensors:

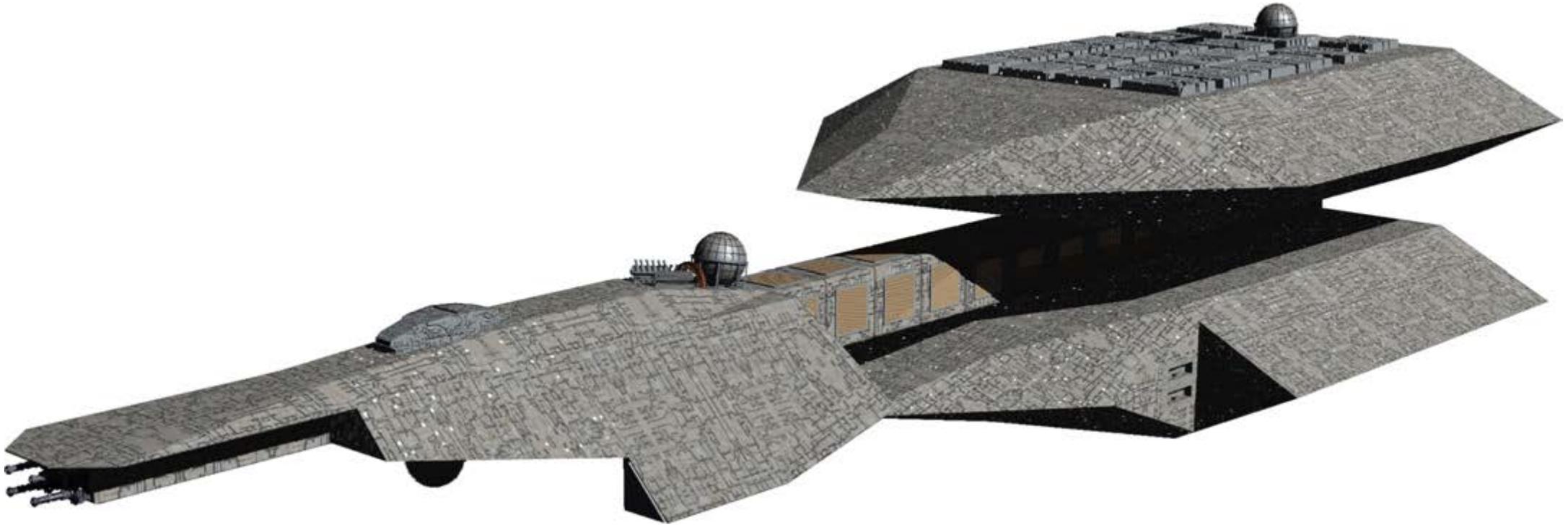
Detection: 45 notics
Attack: 15 notics

Cargo holders of this huge combat platform are full of destructive powers: an army corps of five legions, including the terrible Terminators of the Purple Guard, as much black infantrymen, one thousand five hundred armored vehicles and as many space barges and drop pods. In addition, souts can hold up to three secret bases (see chapter **Secret Bases**) ready to assembly.

Born from a demonic dream of Prince Hillerr, the interstellar destroyer **Mantagor 22** is the official flagship of the Dark Force. Today it is the best and the most devastating of the warships that make up the arsenal of the Army of Darkness.

More than just a flagship, it is above all a real flying space base much larger than that installed in Centralis and is the Dark Force Staff.

For the moment, the Mantagor has not yet operated overdrawn because it did not finish his probationary period, which reassures the Empire Forces' General Officers. Indeed, they are well aware that such a casus belli (war fact) would constitute a true declaration of war against the Millenian Empire, and they know that the power of the latter will not be enough in the face of such an armada such the Dark Force...



Experimental Weapons

Since its settlement, the Dark Force has been experimenting with special weapons designed by Prince Hillerr's Genius of Evil. Many of these weapons are still in the study stage, however the material presented here is already being used on mission or should be in the very near future.

Stealth Shield

Having a fully effective dissimulation device has always been a primary concern of the Armada's Commanders since its inception. All the best Geniuses of the Dark Force have been interested in techniques to protect the spaceship from sight and sensor detections. Unfortunately, imperial sensors have become so sophisticated that it has now become very difficult to develop efficient equipment in this domain.

Be that as it may, Prince Hillerr's costly research on this type of equipment has finally come to fruition. An engineers and technicians team with various specialties has been entrusted with the task of producing a revolutionary dissimulation device.

There have been very few rumors about the existence of a stealth shield. They were propagated by **SSD** agents only to frighten and disorient the **2IS** networks. But victims were most often involved in the misinformation campaign. In fact, Geniuses of Evil came to the conclusion that a determining discovery was highly improbable

in the domains explored until then. They decided to approach the problem from a new angle.

It is thanks to the exceptional combination of different advanced technologies and an obscure alchemy (see chapter **Obscure Powers**) released by the Obscure Powers – probably with the help of Queen Ortellia – that it is now possible to test a device capable of providing total protection. This singular device – commonly referred to as “Celar” (*cocoon* in Andromon) – causes however a bilateral blindness; that is to say, it also affects the sensors of the ship that uses it.

The *Celar* stealth shield lures energy attack sensors by absorbing the waves they produce instead of reflecting them. So, everything happens as if nothing was detected. Celar also counteracts **OPR** type photon sensors (see the **TTM: Sourcebook**) by creating a light distortion in space.

Only very powerful and extremely sensitive energy sensors such as **CGFS** (see the **TTM: Sourcebook**) could spot a “hidden” spaceship, but the Imperium engineers are only studying a possible improvement for the moment. And again, this type of sensor could just detect the waves released by the cyclotrons of the hidden warship.

The one and only defect of the *Celar* type concealment field is that it works in both directions. By distorting the space, it also affects the sensors of the spacecraft they use, because it neutralizes the detection waves before they can provide any information. Although invisible, these spaceships thus hidden are thus also completely blind.

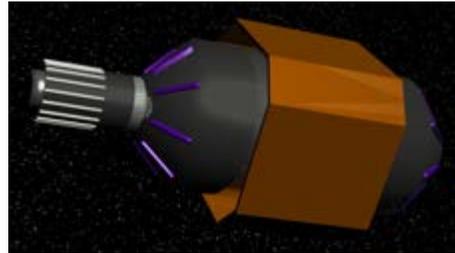
Aware of this handicap, Commanders of the Armada decided to revise their ambitions. Only spacecraft carrying out punctual operations or deep space missions should be equipped with the *Celar* device. As this type of mission usually involves little combat, these devices do not need information provided by their detection & attack sensors.

Be that as it may, these spacecraft will have to navigate “in sight” in the normal space and not to make hyperspace jumps. Given the energy required for such a device, only a warship can be hidden.

Hyperspace Mine

For nearly half a century, engineers of the Millenian Empire master hyperspace travels. But their “colleagues” of the Dark Force have reached a much more daring stage today which allowed them, among other things, to make a hyperspace jump to a spaceship like the **Mantagor 22** destroyer, given its size, and with a minimum of risks.

The hyperspace mine is also a proof of great mastery from the Geniuses of Evil in hyperspace domain. By employing space-time door technology, Dark Force engineers designed nucleic mines that can be dropped during a “jump”. Thus, a hyperspace route can be mined and when a spacecraft takes this route, it can never come back from his trip!



The big problem is that the computer on board these mines is not encoded to recognize an Armada spacecraft because the **SIC** (Signal-identification code) device was detrimental to the proper functioning of the neutron generator stabilizing the weapon in hyperspace.

The hyperspace mine **MH-413** planned to be operational on the famous **F-14M Vampyr**, is the first model of revolutionary mines that may tip the balance in the ultimate battle between the Millenian Empire and the Dark Force.

The characteristics of this mine are identical to that of the conventional nucleic space mine (see the **Rule Book**).

Drone-Fighter

Built in the pirate capital Bellica factories, on Tyrania, the drone-fighter is the result of the work of Lord Vandalis, whose designs are based on the development of the most advanced technologies. This initiative stems from the fact that the Spacejacksers are the largest corps of the Dark Fleet. Due to the cruel lack of pilots, Vandalis decided to make use of unmanned spacecrafts.



Drone-Fighter

Model: CD-85 Droideka
Type: unmanned starfighter
Category: [special]
Length: 10 fitts
Mass (empty): 3,500 pods
Crew: droid-brain
Propulsion: 1 cyclotron HK-09
Autonomy: [1D] centons*
Atmosphere: 2,9 sonics [170/1000]
Space: 0,98 cemerity [ATTACK]
Maneuverability: [+4]
Shields: [18]
Hull: [36]
TSF: [+4]
Weapons:
6 laser guns LB-57 (3-paired)
ACC: [12]
Damage: [5D×2]
Ranges: 1/2D: 450 fitts
MAX: 1,000 fitts [SHORT]
Sensors:
Detection: 900 notics
Attack: 1 notics

(* divide by two in assault speed)

The “Droideka” drone-fighter from the Tyrania Pirate Fleet is a unique model in many ways. It is fast, agile and well armed for a spacecraft of this size.

Driven by a Cyberdin CD-9 droid brain, the **Droideka** is equipped with six Turbolasers arranged in a star shape at the fuselage top. These weapons fire simultaneously in pairs, giving firepower equivalent to a **VP-16 Venum**, but with a higher rate of fire. The **Droideka** is powered by a special energy converter, whose

properties are peculiar: by shorting the batteries to a certain neutrino rate, it gives the drone-fighter power and speed of extreme acceleration (assault speed) However, it gives it a very limited autonomy, which imposes short-range missions near a base or a warship, usually no more than 5,000 notics. When docked (on base or on board a cruiser), the **Droideka** are parked on large racks that feed them energy, and prevent overload.

In his limitless paranoia, Lord Vandalis has equipped all these drone-fighters with a system of self-destruction: if the contact is lost with the control center, for some unknown reason (malfunction, neutralization of the aircraft), the system prevents the capture of the drone-fighter by enemy forces.

The utility of droid-controlled fighter has been discussed for decades within the Millenian Empire, without the debate finding a way out. Drone-fighters have undeniable advantages over standard starfighters: they can, for example, make maneuvers that would kill the best Astropilots, even with full-throttle trim tabs. Another advantage is the economy achieved by the lack of training for the pilot, and any structure necessary for the life and maintenance of living creatures.

In return, automatic starfighters have major disadvantages, such as lack of innovation or real intelligence, which sometimes makes the difference in close combat, and often in favor of organic pilots.

NOTE FOR ROLEPLAYING GAME

During a space maneuver, a Droideka can accelerate / decelerate 2 levels of Combat Speed per turn.

Special droids

In the Millenian Empire, droids are intelligent robots to help humans, as well as other species of the known Third Quadrant.

To deal with any eventual incident, the engineers implanted a behavioral inhibitor into a locked special memory, buried in a corner of their biophotonic brain. The famous *Directive 47* (imperial code) is intended to disable any droid whose internal lesions of its brain cause a malfunction that could affect the safety of any organic being located in his immediate vicinity.

Since the creation of the Dark Force, some droids have been rid of this computer key and have become real public dangers.

Droid-killers

Once deprived of their imperial behavior inhibitor, droids can use a weapon (normally forbidden) for the sole purpose of ... KILL!

The droid-killers are therefore armed robots and programmed to hunt down and shoot down potential targets. The different types of assassin droids are actually Imperial models modified by the Genies of Evil and reprogrammed in “assassination” mode.

Cyberdin-type like the **Sentinel**, whose intelligence is limited, are content to locate, track and shoot down a specific target programmed in advance in its “user” memory. Betadroid-type droid-killers are, of course, more sophisticated and are therefore capable of investigating, discovering their target's identity and place of residence, before slaughtering it discreetly, away from potential witnesses.

The droid-killers are exclusively used by the **SSD** and are sometimes perfect teammates for the Reaper.

See the **Rules Book** and the **TTM: Sourcebook** to learn about the characteristics of the various assassin droids used by the Dark Force.

Battle Droids

The factories of engineer BaketoHann built most imperium Omega armored vehicles and vehicles. They were located in the industrial area of Andros.

When Governor UkeRann's predecessor banned the study of possible military and paramilitary droids, Genius Baketoann transferred almost all of his production plants outside the imperium on the dead planet Calcinera. Hillerr, learning the forfeiture of one who would become one of the most powerful Geniuses of evil, he had a secret base installed on Calcinera and Baketoann installed its infrastructure.

Gregar J-6 Cyberdin

Basically, the design of this droid is not very extraordinary and the structure and its performance are rather mediocre. It perfectly represents the doctrine of an obedient infantry member, cheap and ready to be disintegrated by whole armies. The essential asset of this series is therefore its extremely competitive cost (a factor that was to allow several corpuscules partisans of the Dark Force to equip a few units). The chassis design – based on that of the Astromek Cyberdin – makes it easy to replace parts or cannibalize them to rebuild operational droids from multiple, heavily damaged units. The cognitive functions and martial skills of the **Gregar J-6** are rather limited, as the designers wanted.

GREGAR J-6 CYBERDIN

STA 12 Wrestling, Throw

SF 1D+2

HP/FP 12

DEX 14 Shooting weapons
Repair

REF 14

MOV 6

INT 10 Mediatrics,
Biotechnics, Energy,

WILL 10 Diagnostic, Army,

PER 10 Hide, Explosives

Ω Class



Height 1,50 m Weight 80 kg
Gender none Longevity 100 et +

PROPS

Metal body SP=9 • EP=9

WEAPONS

Lasma LM-32B (100 RoS)
Grenade launcher
(3 ammunitions)

Purchased in large numbers and equipped with standard weapons, **Gregar** Battle Droids are more than enough to perform a number of minor but significant tasks, freeing up more powerful models or organic soldiers.

The standard model has a *Vocabulator* but its inefficient heuristic processor does not allow it to adapt easily to the novelty or the unforeseen. For only 200 pecuns more than a normal unit, Calcinera's secret factories provide for each squad of 10 standard units an almost identical but more powerful officer droid: improved heuristic processor and developed skill matrix. All droids of this type are equipped with a boosted internal military intercom (500 km range) coupled with a simple but very ingenious servo system. Thus, Army Commander Vaderr has just equipped a whole battalion of his Obscure Troops with **Gregar** Battle Droids.

The first large-scale use of the **Gregar J-6** droids took place on the Sierra battlefield, where the lack of autonomy of the machines caused the outcome of the fight to tip over in an instant, when General KameBrann changed his strategy to this new unit, reducing thousands of droids to the state of inert scrap heaps. After this debacle, Baketoann began to study a new model, the Super Combat Droid, more resistant, better armed and especially endowed with a certain autonomy.

Bellator X-8 Betadroid

Successor of the ancient battle droid **Gregar J-6**, the combat **Bellator** Betadroid-type is developed by the Baketoann design offices, on Calcinera. It is the culmination of the first series of relatively profitable combat droids that the Dark Force has started to satisfy its need for terror. The **Bellator** is much better armed than the standard battle droid. Where there was only one Lasma, there are now two included in the armored head of the droid. This arrangement allows him to shoot much more effectively.

The combat Betadroid is lined with much stronger armor than the Cyberdin, which allows it to better protect itself and be able to endure more powerful and sustained shots. In addition, this armor hides the primary power unit of the droid that was in the enemy's view on the previous version, which made it fragile. Under this armor, we find several receivers of droid signal which allows the **Bellator** to receive the radio orders of his command if one of them comes to be damaged. Despite this, the **Bellator** has a reduced degree of independence due to its much less powerful processors.

The **Bellator** kept the droid-killer Atrax's propulsion concept that gives it good dexterity in combat while playing on the steepest terrain. For economy reasons, this battle droid is based on the components of the standard Betadroid.

The **Bellator X-8** is expected by the end of this century to swell the ranks of the Obscure Troops with at least two Cyborgs battalions.

BELLATOR X-8 BETADROID

Height 1,70 m Weight 100 kg
Gender none Longevity 100 et +

STA 10 Wrestling,
Throw

SF 1D

HP/FP 12

DEX 16 Shooting
weapons
REF 16 Repair

MOV 6

INT 10 Mediatrics,
Biotechnics,
Energy,

WILL 10 Diagnostic,
PER 10 Army, Hide,
Explosives

Classe A



PROPS

Metal body
SP=12 • EP=12 • LP=9

WEAPONS

Lasma LM-32B ×2 (100 RoS)
Proton howitzer
Grenade launchers
(3 ammunitions)

(*) en marche

Secret Bases

The obscure tentacles of Dark Force begin to spread throughout the Third Quadrant, as its agents can go wherever seditious systems can be put in place to destabilize the Millenian Empire. But it is the secret bases which implement, from years to years, the wills of Prince Hillerr. These discreet installations can be installed in any place, both underground and at the bottom of the ocean. Built using prefabricated materials, they can be assembled and disassembled in a few weeks, on any planet and under the nose of the imperial.

A secret base, depending on its size, performs multiple functions: scientific, intelligence and military. Regardless of its other duties, a primary mission of a Dark Force base is to allow his troops to infiltrate local governments and corrupt senior leaders and other notables in the Imperium. In addition, these installations constitute advanced bases of the Purple Fleet and Obscure Troops.

Equipped with an appropriate equipment and completely autonomous, the secret bases are able to work on any planet without outside help; this to avoid attracting attention. All the same, these bases can be supplied by clandestine networks run by agents or supporters of the Dark Force and supervised by smugglers.

Standard Secret Base

Standard Staff

In most cases, the secret bases of the Dark Force host about three hundred fighters, officers and support auxiliaries. The detachment of the Purple Guard, with

its eighty hyper-trained Terminators, is the largest group. It is responsible for neutralizing **2IS** antennas and capturing influential figures in the Imperium. Astropilots, navigators and security personnel constitute the rest of the fighting forces. The base is led by an obscure priest surrounded by officers from the different components of the Army of Darkness. The support staff is made up of priests, illegals, evil spirits and saboteurs. This diversity allows secret bases to perform multiple functions in addition to their military missions.

Underground facilities

The majority of a secret Dark Force Base's facilities (Besfen: codename used by Black Agents) are often laid underground. They house the living zone, the nucleic generators for the energy of the environmental control devices and the recyclable garbage deposits. There are also warehouses there. These extensive underground prefabricated facilities also house Base Headquarters and security forces. It is also in these places that are held the local prisoners destined to be converted to the Obscure Powers ... or DIE!

SECRET BASE STAFF

PERSONEL

Terminators	80
Security troops	10
Astropilots	30
Technicians	45
SSD agents	5
Staff Management	30
Support Staff	100
Total	300

VESSELS

Starfighters	20
Escortships	2
Micronavs	2
Liaison vehicles	6
Tanks	10
Total	30

Surface facilities

The vehicles bay is protected by thick anti-explosion walls made of concrete, a heavy armored door guarding the entrance.

The starfighters hangar is on a higher level, as are the escortships and Micronavs. All spacecraft accesses the flight deck through a plastacier well. The flight deck is the last floor of the surface facilities and consists of three multipurpose tracks.

Depending on the importance and mission of the Secret Base, hangars can hold up to

twenty **Cobra**-type starfighters, two **F-14M** escortships and two **CAB**-type Micronavs.

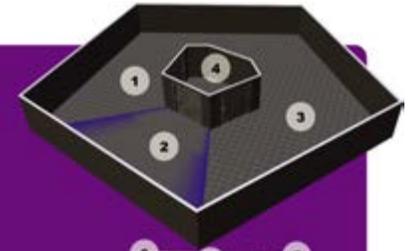
For landing of the spacecraft, powerful magnets-lasers take into account these to avoid any costly accident. This assisted approach system allows damaged or injured pilots to land on deck without major accidents.

The Secret Base is protected by three powerful DCS-type laser units and a large radar sensor scans the airspace within a hundred kilometers radius.

DARK FORCE SECRET BASE

High level (second floor)

- 1 - Starfighters bay
- 2 - Escortships bay
- 3 - Micronavs bay
- 4 - Flight well



Level 0 (first floor)

- 5 - Control room
- 6 - Officer and Astropilots quarters
- 7 - Base Commander quarters
- 8 - Lifter cages
- 9 - Vehicles bay
- 10 - Computers room
- 11 - Briefing room
- 12 - Refectory
- 13 - Headquarters
- 14 - Entrance hall



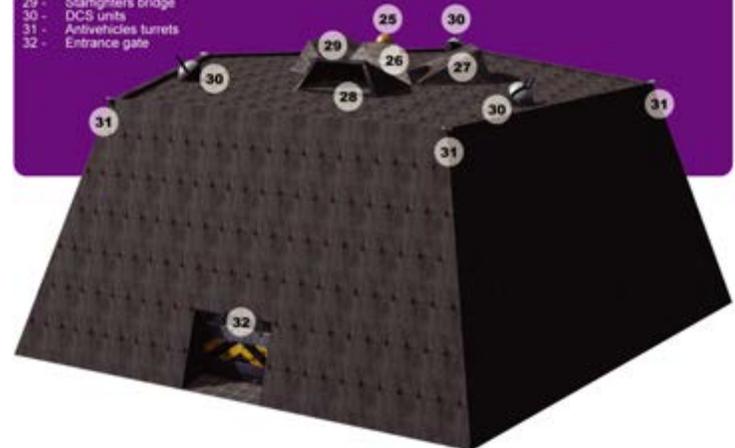
Level -1 (underground)

- 15 - Armory
- 16 - Warehouse
- 17 - Purple Guard quarters
- 18 - SSD department
- 19 - Detention cells
- 20 - Kitchens
- 21 - Infirmary
- 22 - Laboratories
- 23 - Quarters of technical and support staff
- 24 - Nucleic reactor



Outdoor facilities

- 25 - Sensor dome
- 26 - Flight well
- 27 - Micronavs bridge
- 28 - Escortships bridge
- 29 - Starfighters bridge
- 30 - DCS units
- 31 - Aftvehicles turrets
- 32 - Entrance gate



Obscure Powers of Darkness

As far back as memories go, the use of special powers has always aroused fear and admiration among the uninitiated. The Psionic, as it was always practiced by millenian priests, has long been part of the imperial heritage and the famous “millenic stuff” are known to all – most often very bad, by the way. The evil power of the Light, the power of darkness practiced by obscure priests all the more raises the fear – including among some members of the MO – that it allows implementing impressive powers and often terrible. But there is a category even more secretive, more difficult to control, and more terrifying than the simple powers of the Psionic: the Obscure Powers of Darkness (OPD).

Although it is difficult to define all the outlines, it can be said that the Obscure Powers could be assimilated to black magic. It is indeed a very specific use of psychomagnetic energy, the exploitation of its darkest aspects for sinister purposes, so terrible that LLodas – masters of Psionic – have always refused to use them and even to tolerate them. Since the advent of Darkness, the study of OPD has always been reserved for the most experienced Spirits, and this in very limited conditions – for good reasons – since history is not stingy with examples of priests having sinking into OPD as a result of knowledge quests in this field, such as HillHermann or VaderHann.

Main Users

Pre-imperial Era

According to the Millenian Kryptoir, it seems that the OPD developed particularly in another part of the Andromak galaxy, in a civilization from which Lord Vandalis, the Haryans, originated. And this well before the gap spatiotemporelle Darkness tears the confines of the system Omega (not yet colonized at this time).

Imperial Era

Following the conquest of the Hryrian civilization by Imperial Exiles, new lords inherited the knowledge of the vanquished and appropriated the Obscure Powers. Two millennia before the *Battle of Sierra*, as the Millenian Empire flourished, the new dark civilization was at its peak and the Haryan Lords had developed both the Obscure Powers and a number of other Psionics powers. The three main black lords of the time, Mar'kann, Rag'noss, Naga'down, or Ludo'kess, were thus paid into the OPD. They each had amulets and talismans impregnated by the Darkness. These talismans were intended to help focus the subject in order to focus Psionic power more effectively. But, generally, it required so much energy that the wearer came out exhausted of this practice.

After the fall of the Haryen Empire in the standard year-5000 of the imperial calendar, Naga'down found refuge on Ramis, a planet inhabited by a Psionic people user: The Tablins. Becoming their new lord, Naga'down built several temples dedicated to the OPD, and renamed the planet “Frombola”. But Naga'down had underestimated the powers of the Tablins, which created an obscure vortex and destroyed all life on Frombola. The survivors Tablins themselves in underground galleries and came out only two thousand years later to build an artificial planet: Irona.

The Frombola incident undoubtedly provoked the space-time breach through which the OPD are now arriving. Several centuries later, it seems that the last Haryan

Lord, Darpla'guiss, managed to manipulate the OPD to create a powerful warrior – which led to the birth of Vandalis.

Trouble Era

The last disciple of Darpla'guiss, Prince Hillerr, eventually became one of the most powerful of OPD users, thanks to the creation of the Dark Force. Not only does Hillerr practice Obscure Magic himself, but also creates a real caste dedicated to these practices, of which Ortellia and Vaderr are members. The latter are intended in the short term to study the Obscure Arcana and push the boundaries of the magic of the OPD. In the long run, Prince Hillerr has planned to replace all Dark Force officers with his Adepts, so this part of the galaxy will be ruled at all levels by black wizards. A plan that will be implemented if the Millenian Empire is wiped out.

Main Aspects of Obscure Magic

Summon a Demon and Possession

Obscure Priests have the power to fully open to the OPD and invoke demons of Darkness, either to gain special knowledge or to increase their own power. This power is, however, extremely risky for any Psionic user, as the obscure demons thus released can be aggressive and take control of the Summoner.

Alchemy

Very expensive because requiring an expensive equipment counting in thousands of pecuns, even tens of thousands according to the number of experiments, Obscure Alchemy consists in altering molecular composition of the subject, whether it is a living being or of an object. The ancient Haryian Lords used this technique to “enchant” their weapons, armor, and various other items such as amulets or talismans.

When it concerns a living subject, Alchemy aims to create more or less important genetic mutations, whose common point is in general to cause considerable physical damage. On the planet Gynesia, the Stellar Amazon's homeworld, Queen Ortellia's experiments makes to the mutation of captured male humans into lead to the Homocanins creation. But the Obscure priestess did not stop there, because she is at the origin of Caniars, hybrid combat nieks (see the [TTM: Sourcebook](#)).

But the use of Obscure Alchemy within the Millenian Empire goes back five centuries ago with the creation of the Silimens by the geneticist GoroMann who could have summoned the spirit of a Darkness demon in multiple spiritualism sessions, formally forbidden by the MO dogma. Indeed, the LLodas know perfectly well the existence of the Darkness and the demons which inhabit them.

The Vital Essence Duplication

This very powerful power makes it possible to duplicate the living being's vital essence in another person's body, be it a receptacle designed for this sole purpose (a clone, for example, in the Stellar Amazons case) or a normal intelligent being. Vital Essence Duplication requires considerable energy and specific material, and remains, therefore, reserved for the most powerful Obscure Priests. Queen Ortellia seems to be the only priestess today to know how to master this aspect of OPD and to have obtained the necessary genetic engineering equipment.

The Compendium of “Obscure Powers of Darkness”

After his investiture as Prince of Darkness, Hillerr began writing a series of optical books that he called the Compendium of “Obscure Powers of Darkness”. For the settler of the Dark Force and master of the POT, these collections should, in the coming years, constitute the basis of a teaching that he reserves for future acolytes or future generations of followers of the Darkness. In the long run, this encyclopedia should contain several hundred volumes. But for now, only three manuscripts have been written: the Book of Anger, Weakness of Inferiors, and Creation of Demons.

The Book of Anger

Through his own learning and experience, Hillerr knows very well that the key to OPD exists in anger: the same anger that can reveal a disciple's full potential and give him access to new obscure powers. In this collection, Hillerr says that by exploring the anger that resides in everyone, it becomes possible to control and control it to turn it into psychomagnetic energy, and thus become an Obscure priest.

The Prince of Darkness writes: *Many say they have found serenity, and thus have mastered their anger. Such arrogance is incredible. All these idiots have never faced their anger, and therefore can not know if they have overcome it or not. True serenity can only be achieved by testing the limits of one's own anger and overcoming it successfully. Everyone can achieve this, but most Millenian priests are afraid to test their own resistance. These people can be considered at best as weak, and at worst as irresponsible.*

The Weakness of Inferiors

This optical book aims to indoctrinate the future followers of the OPD who will rally to Hillerr, by inculcating a certain vision of its “natural order”: the superiority of the Ones, the Potents. This second volume aims to demonstrate how the higher beings – those who use the OPD – must “lead” the less fortunate beings – who have the ability to master the Psionic – and by all means at their disposal, including the more excessive.

The prince of Darkness writes: *The lower beings permanently put their lives and those of others in danger, by the simple fact of rash decisions, a lack of initiative, and a total inability to realize dreams too ambitious. These beings are like children, crying in frustration because they can expect their own limits. These weak beings need a strong structure able to show them their real place. The wise and strong must provide this structure for civilization to survive and thrive in the galaxy. Those who can not – or will not – accept the fact that peace and order are more important*

than their desires must be removed from society before they can inflict irreparable damage.

This optical book is in fact the basis of what the Millenian Empire should have been: peace and order require absolute obedience and all resistance must be punished in the quickest and most radical way possible. But its settler, the first Spirit RoxHann, had deliberately overshadowed this part of the Imperial Laws Table (see section **The Millenian Empire**), for fear of the truth or on the recommendations of Master LLodas, Magnus.

Creation of Demons

Due to her unquestionable experience, Queen Ortellia is in the process of completing this third volume, devoted to Obscure Alchemy, but some passages allow seeing a little more clearly in the original vision of the Prince of Darkness. This optical book not only shows the basics of Obscure Alchemy for any disciple, diagrams and formulas to support it, but also notes and tips to avoid pitfalls in the highly specialized field of genetic manipulation and creation of hybrid creatures, dedicated to the OPD.

The Queen of Stellar Amazons writes: *You must master your desire to create perfect specimens in every way. The danger that such creatures will turn against you is too great. Concentrate more on the fact that you need to fully master each lower creature so that it can serve you better. Make it powerful where you are weak, but above all make it weak where you are powerful. Each demon under your command must have a weakness, known only to you, that you can exploit at any time. And be always ready to destroy one of your creations without an ounce of hesitation, even the most precious ... otherwise it is you who will be destroyed by it.*

Although Queen Ortellia is specifically talking about animal creatures made by OPD, this optical book could also apply to Obscure priests themselves. It is likely that Hillerr has always been careful to keep his subordinate relatives – like Vaderr – in control of him at all times, without ever being weak, no matter how small.

Hight Powers of Psionic

Knowing the OPD gives the heretic Priests powerful powers to use with their psychomagnetic energy (higher Psionic). These malicious powers, however, are accessible only to Obscure Priests elevated to the rank of Master.

As part of the roleplaying game, here is a non-exhaustive list of the main powers, using only the Obscure Way (OP), which can appeal to an obscure priest such as Hillerr, Vaderr or Ortellia. The basic features are the rules book. In front of each name is reported number of points of OPD gained when using power.

Lightning of Hatred

1 OPD

The Obscure Priest creates in his hand a luminous sphere of pure obscure energy that can be sent to any person or object within sight. After the success of the Ability roll to initiate the power, the Priest rolls a **Throw** roll with a +2 bonus to reach his target. A character hit by the sphere cashes **3D** damage and automatically loses **1 PSY** point permanently.

1 FP *Instant*

Haimatic Burst

1 OPD

Required power: Telekinesis.

This power can only be used by Hillerr or Ortellia.

This power is for an Avatar the equivalent of **Kinetic Kill**. In game terms, it has the same effect. In reality, this power is much more horrible because it varies the pressure in different parts of the target body. The result is that the blood begins to come out through the pores and orifices of the target inflicting excruciating pain and inflicts the priest's **PSY** code in damage. The target automatically loses sight in addition to the damage suffered.

2 FP *Instant*

Obscure Web

1 OPD

When using power, the Summoner surrounds the target with a web of Darkness. This net disrupts the psychomagnetic energy of the target and undermines the pure energy of its body.

In game terms, the target of **Obscure Web** loses a number of points in the **PSY** skills equal to the user's **OPD** code. For example, if an Obscure Priest has **18** in **OPD**, he can lower one of the **PSY** skills of an **18-point** Millenian Priest. If the Priest desires it, he can also reduce the **PSY** code of his target (other than a Priest) to no more than half of his **OPD** code.

This power can be maintained for a number of minutes equal to the **PSY** code of the user.

3 FP *Random*

Enchanted Weapon

0 OPD

Required power: Kinetic Energy.

This power is used to create an obscure energy field around a blade, to obtain the effects of a weapon at Lightblade. When it is used on a Vibroblade, the blade is crossed by energy and has all the properties of a Lightdagger (weight, possibility of parrying other Lightblade, to parry laser shots, etc ...), with the same damage. This power has the same effects on energy weapons (masses, scourges, spears, etc.).

This power can be maintained for a number of minutes equal to the user's **OPD** code.

3 FP *Random*

Hurt-Kill

1 OPD

Required power: Psionic and Life Sense.

The Obscure Priest must touch his target to be able to use this power. In a combat situation, this amounts to saying that he must make a **Wrestling** roll (**STA -5**) during the round. The priest's **OPD** roll score is used as a damage roll.

1 FP *Instant*

Tenebrae

0 OPD

This power must be used on a target within 10 meters away the user. When power is used successfully, a globe of obscure light is created whose center is the target in question. It is plunged into darkness and must make a **Willpower** roll to move.

This power can be maintained for a number of minutes equal to the user's **OPD** code.

1 FP *Random*

Increase / decrease temperature

0 OPD

This power **decreases / increases temperature** in a radius in meters (equal to the **OPD** code) around the Obscure Priest of a value depending on the number of **Fatigue Points** spent. Beyond the controlled radius, the temperature returns to its normal level by graduation (loss or gain of 1 ° per meter beyond the radius of action).

This power can be maintained for a number of minutes equal to the user's **OPD** code.

- **Change of 5 °** **1 FP** *Random*
- **Change of 10 °** **2 FP** *Random*
- **Change of 15 °** **3 FP** *Random*
- **Change of 20 °** **4 FP** *Random*
- **Change of 25 °** **5 FP** *Random*

Obscure Fog

0 OPD

This power is used exclusively by Hillerr and Ortellia.

He creates a thick haze around the Obscure Priest on a 10 meters radius. This mist is impenetrable by sight and photonic imaging systems, allowing a retreat in the best conditions and dissipates after one hour. Only the priest who creates the haze can see through as if it did not exist.

3 FP *Random*

Consolidate an object

1 OPD

Required power: Telekynesis

This power reinforces the structure of an object. Obscure Lords had discovered that it was also possible to weaken the object structure in the same way. Using the Psionic, the Obscure Priest reinforces the intermolecular and submolecular links of the object. The latter retains more or less the same density, the same volume and the same mass as before, but the energy necessary for its destruction is greater. The object becomes harder to damage but does not increase its **Hull** points. This power can be used on living beings, but the victim must succeed in a jet of **STamina** not to die instantly.

This power can be maintained for a number of minutes equal to the user's **OPD** code and depends to the **Target Size Factor** of the object.

- **TSF of -3 and less** **1 FP** *Random*
- **TSF of -2** **2 FP** *Random*
- **TSF of -1** **3 FP** *Random*
- **TSF of 0** **4 FP** *Random*

And so on...

Overload

1 OPD

Preparation : 3 minutes

This power causes an overload in the circuits of the target causing it to instantly explode. Everything around of the target receives **3D** damage (according the target scale).

The power effect is instantaneous.

- **Small objects** 1 FP
- **Droids, computers** 2 FP
- **Leviceler size** 3 FP
- **Leviporter size** 4 FP
- **Shuttle size** 5 FP
- **Larger ...** OPD Code into FP

- **TSF of -10 and less** 1 FP
- **TSF of -9 to -3** 2 FP
- **TSF of -2** 3 FP
- **TSF of -1 and more** 4 FP

Morpheus

1 OPD

Required power: Telekynesis

Préparation : 1 to 12 rounds according the size.

Only used on non-living matters, this power allows an Obscure Priest to model a matter shape into a new form. The priest must be able to touch part of the object to achieve this power. The latter does not destroy the material, it only changes its shape. The effect is permanent. With this power, the Priest is literally able to change the world around him. This power moves millions of molecules and atoms by controlling the each particle motion. The fact is that it is easier for the priest to allocate a matter shape than a separate particle and it is more difficult (if not impossible) to reshape a gas than a solid or a liquid.

*The power effect is instantaneous and depends to the **Target Size Factor** of the object.*

Dark Force's Characters

Hillerr

It was during the time of unrest and rampant corruption that was born within the system Omega that HillHermann, a powerful Spirit Priest, entered the Obscure Powers. As his powers reached their peak, Mentor HillHermann was about to be elected head of the Sierra government when he disappeared body and soul overnight; ten stellars ago. In fact, for an indefinite period, the fallen Priest stayed in the Cortex of Darkness where he was invested with all of Obscure Powers. HillHermann, now Hillerr, was thus dubbed Prince of Darkness.

It is in the midst of the stellars 90 of this last centurion that the name of Hillerr appeared on the lips of certain Millenian Priests diviners. Indeed, they were contacted by a telepathic message probably emitted by Hillerr himself.



Prince Hillerr, aided by the Obscure Powers of Darkness, began the construction of a gigantic combat platform in orbit around a planetoid wandering in the limbo of sidereal emptiness, in the unknown surroundings of the Third Quadrant, not far from the *Anomaly*. Some say that this planetoid would come from the galaxy where the Haryan people live. From this hyperstructure came new models of starfighter, the famous CR-117 Cobra, and the sloop CTC-300 Glokost. The Dark Force was born ...

HILLERR		Height 2 m*	Weight 150 kg
STA 10		Gender andron	Age +70
SF 1D		PROPS	
HP/FP 10		Exoskeleton + Antigrav walker (SP=12 ; EP=9)	
DEX 10	Lightfoil 20	WEAPONS	
REF 10		Vibroblade Cyber-arm (SF 2D)	
MOV 5		Lightfoil (blisters)	
INT 10	Andromon 20, Milen 20,	ADVANTAGE/DISADVANTAGE	
WILL / PER 10	Academia 20, Influence 20, Milieu 20	Psionic sensitivity, Bloodthirsty	
PSY 36	All powers (MW & N) [72]	VESSEL	
OPD 18	Additional power	Antigrav walker	
(* in working	Daemonus [46] See text		

One day, Hillerr dared to return to the known Third Quadrant. He came across a certain SylokoHann, his former friend and mentor. A Psionic combat then opposed both powerful Spirits; Light against Darkness Some millenian priests felt a stir in the very essence of their psychomagnetic energy. The LLoDas, meanwhile, telepathically assisted the shock of the titans, helpless. The Millennium Gal-Ham, in person, helped the most powerful of his followers as best he could, but Darkness was an unknown enemy to him. At the edge of mental exhaustion, Hillerr grabbed his Lightfoil and breached SylokoHann's body. The latter could not anticipate the gratuitous attack and collapsed, his body mutilated by the Lightblade. The Darkness had just won their first victory against the Light. Hillerr went out victorious and convinced that his mentor was dead.

Hillerr survived miraculously from his mortal wounds, broken by his opponent's powerful Psionic attacks. His body was covered with deep wounds and he lost the use of his legs and his left arm had been amputated by SyloKohann's Lightdagger. His broken body was only holding together thanks to his iron will and the disturbing flow of OPD. The Prince of Darkness was forced, to live, to undergo a major surgery. It was a certain Palopaterr, an eminent Genius of Evil, who made him a cybernetic exoskeleton in which the rest of Hillerr's body was integrated. Based on the Betadroid technology, this armored armor gives the Prince of Darkness a terrifying and very charismatic appearance.

At present, no imperial people has seen Prince Hillerr up close, or at least none alive! In the same way, few Dark Force agents have received their orders directly from the most powerful of the Obscure Priests.

Additional power

Daemonus

Using all his Fatigue Points, Hiller can summon a Demon from Darkness. The duration of this power is equal to its FP in minutes. The characteristics of the Demon are identical to those of Hillerr, without the PSY and the OPD codes. His appearance is at the GM discretion.

Vaderr

Although it is thought that he worked one day for the good of the Millenian Empire, VaderHann has definitely succumbed to the Obscure Powers of Darkness seduction, to become Vaderr. With his black tunic covered with combat armor, this Obscure priest represents the quintessence of the Dark Force. Sinister, fundamentally bad, obsessed with power and consumed by hate, he seems to be the very incarnation of Darkness.

Once a powerful Millenian priest, Vaderr is today the servant and emissary of Prince Hillerr, whose plans of domination he executes. He was once the friend of NotoRiuss.

With the Millennium Order, however, power was waiting. Vaderr then discovered a way leading to power – a path that could quickly provide immense satisfactions – that path was that of the Obscure Powers.

VADERR		Height 2 m	Weight 100 kg
STA 10	Wrestling 20	Gender andron	Age +70
SF 1D		PROPS	
HP/FP 10		Light Combat Armor (all protections at 9)	
DEX 10	Lightfoil 20	WEAPONS	
REF 10		Lightfoil (blister) Pistolaser PL-55 (blister)	
MOV 5		ADVANTAGE/DISADVANTAGE	
INT 10	Andromon 20, Milen 20, Academia 20, Influence 20, Milieu 20	Psionic Sensitivity Combat Reflexes	
WILL / PER 10		VESSEL	
PSY 24	All powers (MW & N) [48]		
OPD 12	Additional power Clypeus [34] See text		

Vaderr betrayed the MO dogma and murdered some Millenian priests, to help Prince Hillerr in his absolute power rush. Since the seditious departure of this heretic man, NotoRiuss has sworn to confront him alone in order to atone for his memory the friend he was.

With the help from the Prince of Darkness, Vaderr continued his own training as a Obscure Priest and improved control of his Psionic energy. In return, Vaderr served the Dark Force leader as best he could, chasing down the young Priests of the Millenian Empire who were to become powerful. As Vaderr grew stronger, Prince

Hillerr gave him more and more responsibilities until he became the leader of the Obscure Troops.

Obscure Priest Vaderr now leads his troops with an rough fist. Whoever gets in his way is condemned to bear the ultimate consequence of his actions: a painful death. And he has all kinds of means to kill; like any Obscure Priest who respects himself ... He is also a master in the Lightfoil handling art and he uses this sparkling weapon with incredible vivacity. With his powerful Psionic powers, he can strangle his opponents without even touching them. He can also move and throw objects by mind. When Vaderr searches for individuals, especially Humans, he can feel their presence and identify them through the Psionic disturbances he causes. He can send them telepathic messages at a great distance and he can even read on the surface of their mind. But the powers of the Psionic are not the only weapon available to Vaderr. He also has great physical strength that results from a particular training, and he can lift a man before taking his life with a simple pressure of his powerful fingers on his spine. He is also capable of almost inhuman acrobatic feats that would be virtually impossible for a soldier wearing his heavy armor.

Despite his powers as Spirit Priest and his influence with his troops, Vaderr is still kneeling before Prince Hillerr whom he calls "master". We can only shudder when we think about the terrifying powers that the latter must have to be able to enslave individuals like Vaderr!

Additional power

Clypeus

This power, created from scratch by Vaderr, is a kind of Energy Protection (EP) capable of repelling any attack of any type, and sending it back to the sender. The latter is therefore suffering the damage of his own attack! To create a defense bubble around him, Vaderr must spend a minimum of 1 FP whose number will determine the duration of this power in minutes.

Ortellia

The young imperium Omega flourished in the second millennium of the imperial calendar with innovative ideas about the legislation of his future government. This allowed it to quickly establish a regime similar to own Orlesia one, at its head, a Star Governor. This new constitutional politics affected the senatorial structure of Sierra, the governmental planet. Thus, in 890-2, the first Millenian Priestess was appointed to the omegon Imperial Assembly as Aspirante. But when she was summoned by the Governor of the time, it was only to answer for a terrible murder that she had just achieved. The victim, a high trader in the capital Andros, was his concubine for more than five stellars and no one could explain this act of cruelty. Even the High Court of Justice of Andros, set up expressly for the situation, found no motive for the road.

The beautiful priestess OreTellia, so was her name, was then banned from the MO and condemned to expiate her fault for the rest of her days on the unexplored planet Vega III, later destined to become the penitentiary planet of the system Omega.

OreTellia *the Damned*, and the LLodas knew it well, had signed a pact with the Obscure Powers of Darkness. It is said that during this dark allegiance, a space-time breach in Andromak's outer space opened, allowing chaotic and demonic forces to come. In all Holomovies of history, the incredible story of OreTellia *the Damned* is told and brings a possible thesis on the advent of the Obscure Powers within the galaxy. It is said then that OreTellia was knighted Princess of Darkness, deity of the dark times of the Imperium, well before Hillerr.

ORTELLIA

Height 1,80 m Weight 70 kg
Gender gynon Age +150

STA 10 Wrestling 20

SF 1D

HP/FP 10

DEX 10 Lightsword 20
Athletics 20

REF 10

MOV 5

INT 10 Andromon 20,
Milien 20, Army 20,
Academia 20,
Explosives 20,
Influence 20,
Milieu 20, Survival 20

WILL 10

PER 10

PSY 30 All powers (MW & N)
[45]

OPD 15 Additional power
Spiritus Alvea [40]
See text



PROPS

Bodysuit et cape

WEAPONS

Lightsword (blister)

ADVANTAGE/DISADVANTAGE

Psionic Sensitivity
Empathy

VESSEL

Thanks to his new powers of Obscure alchemy and the survival equipment left by his jailers, Ortellia (note the spelling change of her name, the first of its kind) made a kind of photosynthetic converter capable of cloning living cells from genes. It is thought that she was helped by some suitors lovers who never found trace. Thus was born, in the depths of the immense tropical forest of Vega III, the first creature resulting from a human cloning: Orpha. This one became the first “twin sister” of Ortellia who initiated it immediately to the Obscure Powers. During the years that followed, the Princess of Darkness perfected her Clonic Photosynthesizer and “give birth” an entire army of bloodthirsty warriors carrying within them the hatred of their creator: thus were born the Stellar Amazons.

A new people was born on a planet still virgin, or at least it was believed before the discovery of enigmatic Homocanins.

During stellars, even decades, Ortellia establishes her army of amazons. The Princess of Darkness naturally put herself at the head of her people and lavished

herself as Queen of Stellar Amazons. Ortellia decided to baptize her planet Gynesia, from the word milen meaning “genitrix”.

At a height of dix feet eleven inches, Ortellia has a busty and athletic figure. The Amazon queen is undeniably the representation of the ideal woman canon, except for the color of her blond hair, which does not exist in the natural pigmentation of Barthelima women. This is why since the appearance of Queen Ortellia, the blond has become a color proscribed in imperial and oedemical ethics.

By virtue of being an obscure Mistress, Ortellia is as powerful as Star Governor UkeRann, current ruler of imperium Omega. It thus poses a permanent threat to the Millenian community and since the advent of the Dark Force with Prince Hillerr, this threat is even more oppressive in the hearts of the priests of the Millenian Empire.

Because of its undisputed charm, Ortellia seduced more than one imperial mercenary coming to trade secretly with his people. One of the few to have succumbed to his advances without leaving his life was the famous TomaxBrenn, who has since tried to forget these moments from his memory of an imperial hero. Indeed, most Humans who were invited into the royal bed are, alas, no longer there to witness their crazy nights, and we now know what they have become. However, some say that they have surely finished for the Caniars, hybrid Nieks created genetically by the queen for hunting ... man. However, the only theory supported by the LLoDas and prominent members of the Imperium know that the disappearance of most of the royal suitors coincides too well with the discovery of the Homocanin people. Magnus knows that Ortellia knows the power of duplication of the Vital Essence, which has enabled her to “give birth” to her army of clones, the Stellar Amazons. Homocanins would have been a stage of genetic manipulation.

Ortellia knows how to highlight her femininity by always wearing just-in-the-body clothing, such as her royal dress, which consists of a simple purple and gold bodysuit in Polymer, as well as a green cape. It is often in this accoutrement that she receives today the few imperial allowed to tread the ground of Gynesia without having to undergo its supreme punishment: castration. Indeed, the Amazon planet is now forbidden to any male – all species combined – except on special derogation signed by the hand of Ortellia herself. But since the advent of the Dark Force and its alliance with Prince Hillerr, Ortellia is contrained and forced to trade

with the clandestine, in majority mutant. The latter are not entitled to transmutation homocanine, but serve directly as food for his Caniars!

Because of her amazon vocation, Ortellia is a mistress of arms in the handling of her Lightsword, and is capable of acrobatic feats that, in a singular fight, always puts her in a position of advantage over her opponent. For now, only her twin sister Orpha is able to compete with her. Hillerr, on the other hand, recently paid for it in a friendly clash that left him a slash on the left cheekbone. Ortellia also became a powerful Obscure Priestess who, driven by the Darkness energy, became the only rival of Prince Hillerr.

Today, Ortellia leads an important army of bloodthirsty warriors, the Stellar Amazons, and a respectable fleet of Cyclon fighter-bombers, and leads the majestic Interstellar Destroyer *Gallium*, the flagship of the Royal Forces of Gynesia. Valeria is the capital of the forbidden planet and was erected at the very place where once the fallen Priestess was abandoned, in the heart of the Taypho Circus. This city is covered with a huge energy dome capable of blaming most direct laser fire.

Additional power

Spiritus Alvea

This Amazon power is an intelligence dispersed between individuals, a unique will emitted psychically by the queen and which unilaterally guides the warriors who depend on it. Thus, Queen Ortellia constitutes the psychic cortex of this "mind-hive". Indeed, its warriors are all clones from its genetic heritage. On one thought, Ortellia is able to give an order to each of her amazons, in a range that we ignore. This power consumes no FP and is permanent.

However, according to a recent study by a prominent Millenian priest, Queen Ortellia may also be the lifeblood of her army of clones ...

Vandalis

Since LLodas are come from the Spirit and Pure energy, Vandalis is born from the alchemy of Obscure Powers and Chaos. From his six feet eleven inches, this green-skinned colossus is sinister, fundamentally bad and represents the quintessence of the Darkness. Without doubt, Vandalis is the last representative of the Haryan species, and also the last Dark Lord.

VANDALIS		Height 2,10 m	Weight 113 kg
STA 16	Wrestling 32	Gender male	Age +60 ?
SF 3D		PROPS	
HP/FP 16		Short, boots and cape	
DEX 12	Melee weapons 24	WEAPONS	
REF 12	Shooting weapons 24	Lightsword (blister)	
MOV 7	Athletics 24	Pistolaser PL-55 (blister)	
INT 10	Army 20, Influence 20,	ADVANTAGE/DISADVANTAGE	
WILL / PER 10	Milieu 20, Survival 20,	Bloodthirsty	
	Fauna 20, Flora 20	Pain Resistance	
PSY 10	<i>Obscure Magic gift</i>	Immunity	
OPD 10	War Demon invocation	VESSEL	



Even though he possesses no Psionic power, Vandalis is endowed with an inhuman force that easily rivals Homocanin's one. In addition, his mentor, Darpla'Guiss, gave him the gift of invoking OPD Demons through Obscure Magic. We know today that this humanoid was born from the Obscure Powers on a planet lost in galaxy Andromak: Haryon. He then arrived on Tyrania, refuge of Spacejackers, during a conveyance of misc gears, aboard a space freighter. Upon arriving, he specifically asked to meet the pirate leader, Kalaguerr, just recovered from his failure against the mercenary TomaxBrenn. He received him with a bad feeling. He was not wrong

because Vandalis challenged him immediately in a singular fight at the Lightdagger. By pride and not to disappoint his men, Kalaguerr took up the challenge. He almost lost his life in this unequal fight. It was with a Lightblade under the throat that Kalaguerr had to announce in front of hundreds of witnesses that, from now on, the Sapcejackers had to recognize for one and only chief this immense creature with the dark gaze. Thus, at the beginning of the stellars 90 of this last secular, the old Kalaguerr gave up his place to Vandalis while still remaining his right arm. Vandalis kept his trump because Kalaguerr was always appreciated by his men and it was easy to gain their trust. By personally leading a dozen Imperial convoy attacks, Vandalis quickly proved to the Spacejackers that he was theirs and undoubtedly deserved to be their new leader.

Vandalis is a humanoid creature with herculean looks. Its thick green skin naturally protects it from energy impacts and seems able to support also important thermal amplitudes. No one has yet seen him wearing any special outfit other than his red shorts and leather boots. His wide cloak naturally gives it a deity look and this presence gives it an image of invulnerable person. The indisputable charisma of Vandalis makes him an excellent leader and a very persuasive speaker. During his briefings, nobody dares to contradict the plans established by this star colossus; only Kalaguerr allows it, because of his great experience, but with caution. However, some followers of the former flirtatious leader are starting to question because Vandalis' bloodthirsty practices do not correspond at all with the flirtatious deontology of the Spacejackers.

Vandalis has seduced amazon queen Ortellia and persuaded her of an alliance with Spacejackers to effectively fight the Millenian Empire. Moreover, it was he who convinced him to sign the Malefic Pact with Prince Hillerr to form the Army of Darkness.

Gift of Dark Magic

War Demon Invocation

On an obscure success roll (PSY+OPD) and using all of his Fatigue Points, Vandalis can summon a War Demon from the Obscure Powers. The duration

of this power is equal to its FP code in minutes. The characteristics of this demon are identical to Roknar's ones (see the LTM: Sourcebook). Its appearance is at the GM discretion.

Kalaguerr

At various times in his life, Kalaguerr was a fighter pilot, cargo pilot, Mercenary and Spacejacker. Like most of the early imperial colonists implanted in the system Omega, he turned away from the Millenian Empire to fight it, driven by impulses sponsored by the OPD.

Although he has a slight omegon accent, Kalaguerr is native from the penitentiary planet Antarius. He never speaks of his childhood, even if he does not deny having followed his school training at the Barthelima Normal School before leaving the Imperial Military School of Forces as a promotion major, with his driving license in the pocket. He was an Astropilot for the first Venum VP-16A starfighter before joining 1st Wing Transport *Sulaco* aboard one of the first Imperial Nautilator-class cruiser. At the age of thirty stellars, he entered the Imperial Mercenaries Caste within the famous squadron *Deamons of Fire* at Andros Space Base. But while his stay in the Imperium Omega had started rather well, he was taken horrible nightmares followed by terrible migraines: the OPD had just penetrated his mind.

Soon, he gathered around him a group of young mercenaries and technicians also affected by the strange and insidious evil cosmic. During a patrol flight, he organized a battle within the squadron and fled aboard his F-14 Falcor, the "Luce stellum", boarding a dozen renegades. All disappeared into nothingness before reappearing in 960-2. Kalaguerr was now at the head of a band of robbers. Thus, this deserter constituted what would become the Spacejackers.

KALAGUERR

Height 1,80 m Weight 78 kg
Gender andron Age 66

STA 10 Wrestling 20

SF 1D

HP/FP 10

DEX 10 Shooting weapons 20,
Athletics 20,
REF 10 Piloting cat.A, 20,
MOV 5 Repair 20

INT 10 Astronautics 20,
Illegality 20,
WILL 10 Influence 20,
PER 10 Navigation 20,
Sensor Operation 20

PSY 10



PROPS

Casual clothing

WEAPONS

Turbolt TB-34 (blister)

ADVANTAGE/DISADVANTAGE

Temerity, Code of Honor

VESSEL

Escortship F-14M Vampyr *Luce
stellum*
Leviceler LS-11M

Kalaguerr is now a well-preserved, but tired old man. All the same, one must not trust his face dug by the ages and covered with scars. The piercing little green eyes of this buccaneer pirate are always full of hatred towards the Millenian Empire. For a sexagenarian, Kalaguerr is still pretty keen and it is not because of this fact that he lost his leading position against Vandalis. He remains the greatest pirate of the Third Quadrant, and his presence with the new leader of Spacejackers is now driving the new generation of space buccaneers.

During twenty stellars, Kalaguerr caused many losses to the imperial ones and confronted more than one mercenary. But his most glorious fight – even if he almost died there – is without a doubt this manhunt inflicted on him by the brave TomaxBrenn. The outcome that we know is the image of these two humans forged in the same metal. Like his old opponent, Kalaguerr was an impetuous and daring pilot. He used his both Turbolt with great skill and his recklessness made him more than once graze death to emerge victorious every time. Kalaguerr has long been the pet peeve of the Imperial Conveyors before meeting with the great TomaxBrenn.

Many pirates wanted to identify with this heroic thief, but most of them died after wanting to follow him on perilous expeditions. However, no one really knows how that tradition of the Iroquois haircut was born, with this fabulous hair crest, dear to the Spacejackers. Even Kalaguerr himself can not explain that because he has never worn it and has always been content with his little ponytail ...

Bellica

Here is a Game set for **TTM** which describes the Spacejacker's lair. A place of great interest for intrigues, traffic, and all kinds of stuff, filled with a multitude of picturesque, heroic or formidable personalities. GM can therefore use this pirate city as a thoroughfare (not recommendable) for its players. The **LTM: Sourcebook** and the present document are highly recommended to make better the “guided tour”!

ATTENTION. *If this game set is used at the beginning of the campaign, Vandalis has not arrived yet and Kalaguerr is the actual leader of Spacejackers. This information source can be used for various missions forcing the PCs to land on the planet Tyrania.*

Planet Tyrania

Planet Vega I, recently named Tyrania by the Spacejackers, is the star closest to the old red sun, Vega. Located at more than 156 parseks of the dying star, Tyrania has only a thin layer of breathable atmosphere in its innumerable canyons, some of which reach ten thousand fitts depths! During the Perihelion, surface temperatures can reach 90 °, which is unbearable for most species of the Millenian Empire. As seen from space, Tyrania is characterized by its pinkish whiteness. This aspect is due to its floor entirely covered with pure Silicum sand, which perfectly reflects the red radiations of Vega. This sand, which is in fact immaculate white, and extremely fine and volatile like powder, can reach layers of several tens of fitts and absorb any object or creature of small size. If this sand is very dangerous for the lungs, it is a precious mineral for the Dark Force industry.

The fauna of Tyrania is not fully known, but according to its ecosystem, it can be likened to Carrius' one, in major system.

Bellica, refuge of Spacejackers

Building a cliff-side city in one of Tyrania's deepest canyons may seem like a challenge; but by no means what the Piratejackers have done! According to the official sources of the 5th Fleet, these renegades had already managed to set up a makeshift base there a few years ago. The famous mercenary TomaxBrenn had dislodged them, in vain alas ...

The Bellica flibuste city has nothing conventional in appearance: it is a heterogeneous and complex assemblage of space hulks embedded in the volcanic rock of the walls of the canyon.

Trioxin is filtered and regulated by life supports of cruisers and space freighters. Light and energy are made by the most diverse means, the most heterogeneous and especially the most dangerous!

The city lives in complete self-sufficiency thanks to numerous hydroponic cultivations of various mushrooms and citrus fruits. But what really makes Bellica live is the loot reported by the Spacejackers themselves. It seems that the capital is for these renegades both a refuge to escape the patrol boats of the Imperial Fleet, and a technical base where they can repair their ships and heal their wounds before leaving to lead their lives of rapine.

Bellica Infrastructures

The construction of the city and its spatiodrome goes beyond the basic physical laws; the Spacejackers arranged the interiors according to their own anarchic ideas and broke them up into various “neighborhoods” like a hive. Here are these different neighborhoods with some interesting details (see the overview at the end of the document).

The Cupola

This hemispherical structure of several high places is the central place of the whole rocky city. This huge metal structure seems to come from the Comodor-class cruiser's hulk. Sorts of rooms are dug into its flanks spread over five levels, in a little random. It is accessed by an assembly of wobbly bridges.

There are the “shops” of Bellica. Clandestines sell or barter the proceeds of thefts and pirate cargoes that are sold in small or large quantities. You can find virtually anything you are looking for, especially anything that is illegal (weapons of war, special clothing, etc.). Enough to upset an imperial Mercenary.

Of course, nothing organized in all this, nothing fixed, everything is arbitrary and often armed clashes are not uncommon. Clandestines (often Silimers, but also Humans and some Seniorhotts) are parasites, useless intermediaries whose only occupation is to make themselves indispensable (this of course means “profitability”). They are assisted by ancient protocol Betadroid for the management and translation of the different slang of each race, and usually trade with a supplier within the imperium Omega (a disaster for the imperial economy!) Their commercial stands are not theirs belong in nothing, and it is common that they change hands very often.

Racket seems to be an institution; robberies and violence are every day. Despite this, it seems that the space pirates are living very well and amassing a quick buck that allows them to meet their immediate needs, and eventually to refurbish their own spaceships (stolen from the Imperial Fleet, of course).

The Castle

What the Spacejackers call the “Castle” is a set of corridors, corridors, cells, airlock, engine rooms and pilot cabins converted into apartments, decorated with the barbaric bad taste that characterizes them. This heteroclite group, swarming, stuffed and poorly lit is inhabited mainly by the men of Vandalis and his lieutenants. All this is very controlled, very hierarchized on a quasi-tribal mode (for old imperial, it is heartbreaking). Most Spacejackers live there with their concubines, and pile up their loot.

A place in all very dangerous for those who are not of the court of Vandalis.

Hangars

It is in these bunkers welded together that most Spacejackers store their booties before disposing of it. They are Homocanins, known for their loyalty and probity, who take care of receiving these goods marked with the seal of their owners.

No one can enter the hangars except the Homocanins themselves and some Sentinel Droids (see the **Rule Book**) that help them stand guard. Of course, there are many who try to break in, but the majority of them lose their lives against the sneaky attacks of the Sentinels or worse, in the secret and deadly traps that plague the narrow and crowded passages of the sheds.

Homocanins have such a reputation that they are respected by all Spacejackers.

The Arena

This vast circular space, lined with steps blown from a Caravell-type shuttle piping (see the **LTM: Sourcebook**), serves – and it often serves! – many fights organized by Spacejackers.

These games, very popular because they are the support of paris, are either settlements of account organized between crew members, or clashes provoked between imperial prisoners and various wild creatures. The inhabitants of all the city come to attend these fights which take place at least once every fifteen years.

The Arkades

In every imperial city, there is an entertainment district; whose of Bellica is nominally named the Arkades and is located in the flanks of an old Spaciocargir-class space cargoship.

GENUS FARMA

Genus Farma is a group of “roken” formed in 993-2 in the Arkades, constituted since the beginning of the same five members, all Spacejackers. The lyrics of the group are in Corsek (pirate argot). it is the most selling pirate group within the imperium Omega with more than 17 million albums sold.

GROUP STAFF

Linodemarr (singer, guilaser rhythmic)
Krusopevonn (guilaser solo)
Ridelollae (basser)
Shonederr (percus)
Flakelorena (synter)

crowd. The Arkades even have their own musical group (see above).

It is one of the liveliest, most dangerous and most cosmopolitan places in Bellica. Peripatts form a sort of cartel with their laws, their leaders, and their territories.

The Spatiodrome

The main landing point for the pirate fleet, as well as the various Clandestins spacecrafts who arrive on site, is that of the Spatiodrome. The Spatiodrome is in fact the complete bridge of an imperial cruiser with its technical workshops and spare parts depots. It is by some miracle that the Spacejackers have been able to

Taverns, cantinas, cabarets, libertine houses line up (or rather pile up) on several levels. A crowd of Peripatts (prostitutes) of all races, pickpockets and small traffickers crowd in a compact



house this hyper-structure in the very rock of the canyon. The entrance to the landing strip is protected by a retractable armored shield which is in fact an imperial cruiser shield. The Spatiodrome can accommodate up to line shuttles and transshipment barges. Space cargo ships must remain hovering over the city and transfer their cargo through the relentless shuttle of F-14 Falcor escortships who are downgraded to light freighters.

The Shuttle

In this old pleasure boat in the process of total disintegration but all the time patched up and tinkered, live the crew of Kalaguerr, the mystic Mercenary imperial precursor of the Spacejackers. It is a very populous place, exclusively human and quite welcoming. All members of Kalaguerr are purebred pirates, real buccaneers and therefore all former soldiers of the Imperial Fleet. There is also a lot of barter and many liquor stores are installed at the corner of the corridors or housing long ionic propellants long disassembled.

Music still rings in the corridors, and the place would be nice if it were not for the frequent fights and dubious people who frequent these places.

The master buccaneer Kalaguerr reigns as leader, but is not as tyrannical as his counterpart Vandalis. This divergence of behavior is subject to frequent clashes between the two men, but none has yet led to a real internal war that would be fatal for Bellica and her entire flocking community.

If this game set is used at the beginning of the campaign, it is, of course, not Kalaguerr who lives in the Shuttle, but one of his lieutenants.

Everything is for sale

What no doubt allows Bellica to live is the steady influx of goods from Imperial cargo looted by Spacejackers. These commodities of all kinds are at the origin of an intense commercial activity (functioning essentially on the system of the barter) making the wealth of certain skillful intermediaries, and ensuring the subsistence of the Spacejackers.

You can find everything you want in Bellica, and essentially the goods whose sale is recognized as illegal by the Millenian Empire: weapons of war, euphoric and neurotoxic drugs, and modified technological equipment.

This traffic is of course the nerve center of Bellica. This constant influx of equipment stolen from the Empire's forces is an unexpected source of supply for the Dark Force. Prince Hillerr's agents come here in number to acquire all sorts of things destined for the destabilization of the Millenian Empire. Thus, the secrets of the Imperial fighter TD-25 Tempest would have ended up in the hands of the Evil Genius at the services of the Prince of Darkness (see the **LTM: The Guide**) ...

Since the construction of the pirate city Bellica, the number of Clandestins has steadily increased, and it is by hundreds that they abound in the official trade of the system Omega.

An amazing mix of people

The most diverse and most exotic breeds meet in Bellica. Of course, Humans are in the majority (almost 60 % of the population, including 10 % Androgunes), mainly in the Cupola and among the crews of heads Vandalis and Kalaguerr. They are the best Spacejackers, good pilots, the most cunning traders and the most accomplished rogues. It should also be noted that the Peripatts of the Arkades are mostly Humans and Androgunes.

Seniorhotts come immediately second on this list (25 %); they are part of human crews or work in the workshops of the space. They are considered excellent technicians and traders. Humans generally appreciate them and they are the ones we see most often in their company. Their easygoing nature makes them the most peaceful people in Bellica.

The number of Homocanins present is not negligible (10 %), even if they are confined in the hangars where they list and monitor pirate cargoes. They form a closed community that never mixes with the Spacejackers, but everyone recognizes them with astonishing respect for the word given.

The remaining 5 % of this mixed population are composed of Silimens who make up the bulk of the trade caste and the assassin droids (in the hangars).

The most surprising thing about all this is that all these races (except Homocanins) cohabit remarkably well, even if friction sometimes degenerating into fights can not be counted anymore!

Characters of the pirate city

Lord Vandalis

Recently arrived within the pirate community, this superhuman creature imposed itself immediately and overthrew the famous Kalaguerr from his precursor throne and great filibuste. Vandalis is now in the process of becoming the undisputed leader of the Spacejackers and the sad depends on the Millenian Empire, the most bloodthirsty of all. (see the characteristics of the previous chapter).

Master-Buccaneer Kalaguerr

As Vandalis, just check the previous chapter for the first imperial renegade's background and the precursor of the community of Spacejackers, and its characteristics.

Vilecorviss

Technician in chief of the Bellica Spatiodrome, Vilecorviss is an old and respectable Seniorhott, usually dressed in a black suit and vest of the same color, studded with pockets and compartments filled with tools. He always has at hand the traditional Technopak. After having been removed from the Imperial Fight for serious professional misconduct, Vilecorviss had recycled himself into civilian astronautics

with a certain rancor, moreover. That's why he quickly joined one of the first seditious movements, there are more than thirty stellars now.

Vilecorviss is a calm and thoughtful person, less talkative and agitated than his peers, but with great authority when the need arises, despite his small size. He is respected by most Spacejackers, especially by Humans, and his advice, when it comes to technical issues, is highly sought after.

VILECORVISS		Height 1 m Weight 25 kg Gender male Age +100
STA 6	Throw 12 Wrestling 6	PROPS Overall CT-7, vest Technopak
SF 1D-3 HP/FP 6		
DEX 10	Repair 20 Pistol 10	WEAPONS Minilaser ML-45 (blister) Demolition charge
REF 10 MOV 4		
INT 10	Building 20, Energy 20, Diagnostic 20, Woki 20, Hide 20, Flora 20, Fauna 20, Influence 20, Illegality 10	ADVANTAGE/DISADVANTAGE Balance Sense Enhanced Sense (hearing)
WILL / PER 10		
PSY 8		VESSEL



Coralya

Peripatts, human and other female species of the Arkades, have given themselves as leader Coralya, a Stellar Amazon of about forty stellars as beautiful as dangerous, who seems to have received all the inheritance of her queen-mother, Ortellia.

Her hair is tinted in brown and generally squared, she is provocatively dressed, but is no less solid and agile, and her Lightsword is still attached to her belt.

She knows how to defend herself and impose herself, like her sisters, even against the brutal and bastard individuals of Bellica, and always makes her rights better known. It is for this reason that she is respected but also secretly hated by those who have not received favors or who have challenged her.

CORALYA		Height 1,69 m Weight 66 kg Gender gynon Age +40
STA 10	Wrestling 15	PROPS Polymer bodysuit
SF 1D HP/FP 10		
DEX 10	Melee weapons 18 Athletics 18	WEAPONS Lightsword (blister)
REF 10 MOV 5	Piloting cat.A 18	
INT 10	Bioenergy 18, Hide 18, Explosives 18, Navigation 18, Fauna 18, Flora 18, Influence 18, Survival 18	ADVANTAGE/DISADVANTAGE Animal Empathy, Touch, Intolerance
WILL 10 PER 10		
PSY 10	Télépathie 20 (endémique)	VESSEL



Born naturally on the tropical planet Gynesia, she quickly led a life of solitary adventurer after leaving her warrior sisters, without having broken with the Hive-Mind. A life she really chose and that has shaped her temper. There are not many who dare to stand up to her, especially when you know she is the concubine of the terrible Vandalis. Her authority is undisputed in all Arkades.

Kelwпитoss

The chief of the hangars and the representative of Homocanins is the honorable and dreaded Kelwпитoss. Always dressed in his shorts and a harness, it is a posed and slow, completely enigmatic. Like all Homocanins, he is always on the lookout and his suspicious eyes scrutinize all those who enter the sheds. His decisions are often quick and unreflective.

KELWPITOSS		Height 2,10 m	Weight 113 kg
STA 16	Athletics 21	Gender asexual	Age +30
SF 3D	Wrestling 21	PROPS	
HP/FP 16		Shorts and harness	
DEX 12	Mass 18	WEAPONS	
REF 12	Crossbow 18	Energy Mass Energy Crossbow (10 dards)	
MOV 7		ADVANTAGE/DISADVANTAGE	
INT 10	Fauna 15,	Immunity, Impulsivity	
WILL / PER 10	Flora 15, Influence 20, Glyfork 15	VESSEL	
PSY 6			



In general, no one mixes with Homocanins and is limited to purely formal relations with them.

These creatures seem useful to the security of the community but unpredictable. The Millenian Empire has no precise information about Kelwпитoss within the 2IS, but it could be that he is a former disciple of Vaderr.

Le Spectrum

The one that everyone calls the Spectrum is actually a Cyberdin-type droid-killer. It has a monolithic appearance, absolutely cold, entirely painted black. This aspect gives it an arachnid silhouette of the most frightening. These multiple red eyes (high-resolution photo-energy sensors) shine with the most demonic glow.

SPECTRE		Taille 1,70 m*	Poids 90 kg
VIG 12	Lancer 24	Sexe asexué	Âge +30
FF 1D+2		ACCESSOIRES	
PdV / PdF 12		Corps métallique : PC=9, PE=9 Manomodules	
DEX 14	Armes de tir 28, Conduite 20	ARMEMENT	
REF 14	Pilotage cat. A 20, Réparation 28	Pistolasers×2 (indépendants) + blisters Grenade de lancer	
DEP 6		QUALITÉ / DÉFAUT	
INT 10	Médiatique 20, Biotechnie 20, Diagnostic 20, Dissimulation 20, Énergie 20, Explosifs 20, Illégalité 20, Navigation 20	Obsession	
VOL / PER 10		VAISSEAU	



(*) En marche.

The Spectrum is actually a Cyberdin CS-98 Sentinel (see [Rules Book](#)), always flying to a floor, silent and relentless. Two embedded TB-34 Turbolt are integrated into its extremely precise manomodule arms and a nucleic grenade is integrated into a metal base.

Nevertheless, it seems that this one has a very complex programming and probably erroneous, because it is impossible to determine that it can be its current mission. Nobody knows where he spends most of his time, no one knows where he is

hiding; from time to time we hear the faint purring sound of his repulsorlift and we see him emerging from the darkness, flying relentlessly toward some mysterious objectives. Sometimes he also slaughters an individual and curiously nobody tries anything against him, because Spacejacksers fear retaliation of the SSD, believing that they still hold it under their control; which is impossible to verify.

